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GO WORLD

WINTER 1984-85 NO.38

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 の侯東小下り亡君の仇を報んと
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GO-PLAYING PROGRAM ON HOME COMPUTERS

by Andrew Daly

The largest crowds at the New Year Open Go Congress in London this year were gathered in the cellar of the Inter-Varsity Club round a television. The program that was drawing so much attention was MICROGO, a go-playing program written by Allan Scarff and running on cheap home computers. Many of the competitors tried their hand at the joystick and were rewarded by finding an opponent with original ideas, briskly and colourfully executed.

Scarff's present program, MICROGO 1, runs on BBC ('B'), Electron and Commodore 64 computers. It comes on a cassette and costs £9.95, including postage and packing and full demonstration. For the Commodore there is a special fast loader to get the program onto the machine in about 1 minute. The program has three capabilities: it can give a demonstration in which it plays against itself, it can provide a colourful board for two human players to play each other, and most interestingly it can play against a human opponent.

The machine plays on a 9x9 board. You can choose the handicap you want, taking or giving up to 5 stones in each direction — a large handicap on a board of this size, so that complete beginners and more advanced players can play against the machine. Interestingly, it seems to be quite difficult to estimate the playing strength of the program: 15 to 20 kyu (for humans, the weaker club players) seems the right range, but it depends who the opponent is. The computer plays a move in about 5 seconds (3 seconds on the BBC) — about the speed of a 'lightning' game for humans, which seems appropriate!

The game is shown on an attractive screen display, on which the program's moves appear automatically. Human players can respond by placing their stones on the desired intersection with the cursor keys (or with a joystick on the Commodore). The program shows the capture of stones in splendid graphics with full sound effects, and keeps track of captured stones for you. A special 'beginner' mode can be used to show the current balance of territory — very helpful for improving the understanding of which areas are controlled by each player. When the position is hopeless the program will resign: otherwise, unless you resign the program counts the score at the end of the game and tells you who has won.

The program makes 'interesting' moves — they don't look like what a machine would do, rather what an inexperienced human would think of. Both BBC and Commodore versions of the program were demonstrated at the London Open Go Congress, and met with an enthusiastic reception, particularly from the stronger go players. Some people at London thought it was rather weak, others were surprised by its strength (including me, after I lost giving 5 stones). Brian Chandler (2-dan, also giving 5 stones) managed to win only by thinking what 1-point mistake a 15-kyu player could possibly make while filling in neutral points — the machine fell for it right away. There is a lot to learn from this program for the double-figure-kyu player.

Allan Scarff himself has difficulty explaining clearly how the program works. He has been working non-stop for nearly a year to work out the algorithms, program them and to get them to fit into the core available on

the cheaper home computers and to respond quickly enough for a games-player to enjoy. This he has achieved by writing the program in machine code, taking a lot of trouble to be very efficient. The presentation of the package as a whole shows clearly the results of his efforts in the quality of the graphics and the overall professionalism of the package. Allan attributes the success of the program more to his computer expertise (many years at ICL) and the game-playing algorithms he uses than to his go strength (shodan), but I suspect that a good understanding of go is essential for writing even a reasonable program.

The heart of the method is the application of advanced concepts in what can only be called 'artificial intelligence'. The program exploits an abstraction on the board position, using growing patterns as in Conway's famous game 'Life'; these are apparently called 'cellular automata', whatever that may mean. Remarkably, Scarff claims that he does almost no look-ahead, working only from the board abstraction with a slight concession in calculating the 'likelihood' of a ladder working. After evaluation of the moves, a selection is made with a substantial random element: the program will not necessarily repeat itself if it gets into the same position again.

Right now the program is working, interesting, useful for teaching beginners and relatively inexperienced players and fun for the more advanced. In the next few months, versions will be developed for the Spectrum and for MSX machines, together with a disk-based program for the BBC (at present all versions are on cassette). In the longer term, IBM PC and perhaps Macintosh versions are projected for the current program. Larger computers, however, offer the possibility of improving the playing strength (for example, including some look-ahead) and increasing the board size, without spoiling the lightning response that makes the current program so attractive.

The stronger program is called MICROGO 2, and it is being written for 16-bit machines and (initially) for the 13x13 board. A development version is working, with a playing strength confidently estimated at 10-kyu. The run time should be about 20 seconds on the 13x13 board: about 45 minutes for a complete game, if the opponent can play as fast as the computer. The first machine on which MICROGO2 will be implemented commercially is the NEC 9801, chosen for its position in the Japanese market, but other machines using chips in the 8086 family would naturally follow. A 'dedicated' machine (i.e. doing nothing other than running the go program) is envisioned. A further advantage of a larger machine would be that text and graphics could be included to give an ideal teaching method for beginners and moderate players alike.

My immediate reaction to seeing this program in action was to admire the remarkable results achieved by the dedication, inspiration and hard work of one solitary enthusiast. In the longer term, however, a computer program can generate enthusiasm for go, teach beginners, and improve the understanding for as many levels of players as programs can be written for. This is a development we should welcome and enjoy: try it, you'll be surprised! Better still, tell non-go-players about it.

The BBC, Electron and Commodore versions of MICROGO 1 can be obtained from GAMES WORKSHOP LTD, by mail order. Address: 27-29 Sunbeam Road, London NW10 (telephone 01 965 3713).

Price: £ 9.95 within the U.K. US\$20.00 outside the U.K. Postage included in the price.

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The cover: Ronin (masterless samurai) adjusting his sandal. Print by Kuniyoshi from the series *Seichu Gishi Den* (Lives of the True and Faithful Samurai), published in 1847-48. This series portrays each member of the loyal league of the Forty-Seven Ronin, whose successful vendetta followed by their mass suicide in 1703 has been celebrated ever since in plays, ballads, novels and prints. Shown here is Onodera Toemon Hidetome as he and his companions were making a room to room search for their enemy. Over a suit of mail he wears a cloak with the white on black 'dog's tooth' pattern which is always associated with their exploits. *Collection of John Power. Photograph by Patrick Hochner. Print description by William Pinckard.*

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Go World News

Cho Defends Kisei Title Against Takemiya: Territory Beats Moyo

Cho Chikun has succeeded in making his second defence of his Kisei title. In an exciting contest between his territorial style and Takemiya's large moyo strategy, Cho managed to come out on top with four wins to three losses, but he seemed to be in bad trouble twice when Takemiya took the lead in the series. The latter threatened to usurp Kato's reputation as 'the killer' when he destroyed large groups in the second and third games and came within an ace of doing so in the sixth. In the final game, Cho's corner and side territory beat Takemiya's moyo without his having to invade: the latter miscalculated and set up a moyo which, although it realized 112 points, was just 1½ points too small.

Takemiya lost the series but declared himself satisfied because he had played his own style of go. He played on a grand scale and made the title match one of the most interesting so far.

The results:

Game 1 (16, 17 Jan.). Cho (B) won by 7½ points.
Game 2 (30, 31 Jan.). Takemiya (B) won by resig.
Game 3 (6, 7 Feb.) Takemiya (W) won by resig.
Game 4 (20, 21 Feb.). Cho (W) won by ½ point.
Game 5 (27, 28 Feb.). Takemiya (W) won by resig.
Game 6 (13, 14 March). Cho (W) won by 4½ points.
Game 7 (19, 20 March). Cho (W) won by 1½ points.

Incidentally, the first game was played in Seoul, making it the first Japanese title game ever played outside Japan.

In the playoff to decide the challenger, held in December 1984, Takemiya beat Kobayashi Koichi 2-1.

Ishida Yoshio Wins Tengen Title

After a decade of relative inactivity, Ishida Yoshio, a former Meijin-Honinbo, has taken the first step towards a comeback by winning the 10th Tengen title. In the title match, Ishida was matched against a player whose style is quite similar to his, and the encounter was billed as 'the clash between the new and the old computers'. For once the old model prevailed, and Ishida won his first open title in six years (since the 1978 Oza title). After two years as Tengen,

Kataoka is reduced to the rank of an untitled 7-dan.

The results:

Game 1 (1 Nov.). Ishida (W) won by 1½ points.
Game 2 (19 Nov.). Kataoka (W) won by resig.
Game 3 (3 Dec.). Ishida (W) won by 2½ points.
Game 4 (17 Dec.). Ishida (B) won by 1½ points.



Kobayashi Koichi Defends Judan Title

The 23rd Judan title match was surprisingly one-sided, with the defending champion, Kobayashi Koichi, scoring three straight wins against the challenger, Otake Hideo. This was the first title match between these two players, and although Otake had seemed to be in good form before the match, Kobayashi was able to take revenge for his loss in the Meijin league playoff last year.

The results:

Game 1 (6 March). Kobayashi (W) won by resig.
Game 2 (20 March). Kobayashi (B) won by 4½ points.
Game 3 (4 April). Kobayashi (W) won by resig.

Chiang Shocks Japanese Team in NEC Japan-China Super Go

In a novel knockout tournament between eight-man Chinese and Japanese teams, the second batter for the Chinese team stunned the Japanese side by defeating five of their players in a row. Japan started well when Yoda Norimoto 5-dan defeated Wang Chien-hung 6-dan of China (the game is given in *Ranka*, the bulletin of the International Go Federation), but then Chiang Chu-chiu 7-dan defeated Yoda, Kobayashi Satoru

40th Honinbo League (as of 22rd March 1985)

Rank	Name	A	T	I	Y	K.K.	K.S.	Kada	S	Score
1	Awaji	—		1	0	0	0	1		2 — 3
2	Takemiya		—	1	0	1	1	1	1	5 — 1
3	Iwata	0	0	—	1	0	1		0	2 — 4
4	Yamashiro	1	1	0	—		0	1	0	3 — 3
5	Kobayashi K.	1	0	1		—	1		1	4 — 1
5	Kataoka S.	1	0	0	1	0	—	1		3 — 3
5	Kada	0	0		0		0	—	1	1 — 4
5	Shiraishi		0	1	1	0		0	—	2 — 3

Note: the players are ranked according to their results in the previous league.

8-dan, Awaji Shuzo 9-dan, Kataoka Satoshi 7-dan, and Ishida Akira 9-dan, to give the Chinese a startling lead of 5-1 in the series. Needless to say, no one in Japan had dreamed that the Chinese would do so well. Fortunately for Japan, Kobayashi Koichi finally put an end to Chiang's run before he destroyed the whole Japanese team. His success made Chiang an overnight star in China and revived a career which had been in the doldrums: in 1983 he had been ranked number four in China, but in 1984 he had dropped to 15th place.

The players still to appear for China are Shao, Ch'ien, Ts'ao, Liu, Ma, and Nieh; for Japan, Kato and Fujisawa Shuko. The games are being published in *Igo Club*. We hope to translate some in later issues.

Honinbo & Meijin Leagues

Kobayashi Koichi is in strong contention in both leagues. In the Honinbo league, he is running level with Takemiya — in a game played after our chart was made up, he beat Kada Katsuji, so both are on 5-1. A playoff between the two is a strong possibility. In the Meijin league, his main rival is Kato. Both are undefeated, but Kato has played one more round, so that gives him a slight edge. However, no one is counting out Otake after his great comeback last year. Yoda, the youngest player ever to enter a league, has yet to make his presence felt.

TV Haya-go

Hashimoto Shoji Wins 32nd NHK Cup

Hashimoto Shoji of the Kansai Ki-in has won

10th Meijin League (as of 22 March 1985)

Rank	Name	O	K.K.	I	T	R	K.M.	O	Ya	Yo	Score
1	Otake	—				0		1			1 — 1
2	Kobayashi K.		—	1		1		1			3 — 0
3	Ishida A.		0	—		1	0		1		2 — 2
4	Takagi				—	0	0			1	1 — 2
5	Rin Kaiho	1	0	0	1	—					2 — 2
6	Kato			1	1		—		1	1	4 — 0
7	Ohira	0	0					—	0	1	1 — 3
7	Yamashiro			0			0	1	—		1 — 2
7	Yoda				0		0	0		—	0 — 3

Note: the players are ranked according to their results in the previous league.

his third NHK Cup. In the final, televised on 24 March 1985, he defeated Ishida Yoshio. First prize is ¥2,000,000 (about \$8,000).

Rin Wins 17th Haya-go Championship

In the best-of-three playoff, Rin defeated Kato 2-0 to win this title for the second time and take the prizemoney of ¥2,500,000.

Cho Wins 4th NEC Cup

Cho eked out a half-point win against his rival Kobayashi Koichi to win this title for the second year in a row. First prize is worth ¥4,200,000.

Cho Wins 7th Kakusei Cup

Cho added ¥4,500,000 to his haya-go prize-money by winning the Kakusei Cup as well. In the five-man league that decides this title, Cho defeated Rin, Kobayashi Koichi and Kato and lost to Otake. Three players, Otake, Rin and Kobayashi tied for second on 2-2, and Kato trailed on 1-3.

TV Haya-go Best Ten

With the proliferation of TV titles, the top players can now depend on TV for a sizable proportion of their income. The top ten TV haya-go title winners are listed below (the tally in Sakata's case includes games broadcast on radio in the early years of the NHK Cup).

1. Sakata: 16
2. Otake: 11
3. Rin, Cho: 5
5. Ishida, Hashimoto Shoji: 4
7. Fujisawa Shuko, Hashimoto Uтарo: 3
9. Kobayashi Koichi, Takemiya: 2

1985 European Go Championship

The 29th European Go Championship will be held from 20 July to 3 August on the island of Terschelling in the north of Holland. Sponsorship by IBM Nederland has made it possible to give attractive prizes and to charge a very modest entry fee for players under 18. Support by the Terschelling Tourist Bureau also means that cost of accommodation will be quite reasonable. The main tournament, the European Championship, will be held over nine rounds and is open to all comers. Only a European player can become European Champion, but if a non-European wins, he or she will be crowned Open European Champion. There are also a five-round weekend tournament, which will be held on 27-28 July, two lightning tournaments, a Europe-Asia match, a handicap tournament, etc. If interested in participating, please contact:

Annebelle Bousquet

Rapenburg 47, 1011 TV Amsterdam

(Tel. 020-24 11 71 / 26 48 74)

1st U.S. Go Congress

The First United States Go Congress will be held from August 10 through 18, 1985, at Western Maryland College, Westminster, Maryland, under the auspices of the American Go Association. Events will include a lightning tournament, a five-round main tournament, a handicap tournament, a weekend tournament, and a 13 x 13 tournament. Professional players from China, Korea and Japan will be in attendance, and there will also be various other recreational activities arranged. Accommodation will be available at the college.

For more information, contact:

Haskell Small

3220 44th St. N.W., Washington, D.C. 20016

Tel. 202-244-4764

1st British Junior Championships

This tournament, for players under 18, was held on 13 October 1984 at the Furze Platt Comprehensive School in Maidenhead. Thirty players took part and the overall tournament winner was Sam Perlo-Freeman of Woodroffe School, Lyme Regis, Dorset. The following players won the different divisions:

Under 18: Alistair Thompson of Coleford, Gloucestershire

Under 16: Sam Perlo-Freeman

Under 14: Nicola Oswald, Furze Platt Comprehensive School

Beginners: Lee Dixon, also of Furze Platt.

The youngest player was Rebecca Cox (aged 11) of Furze Platt. The tournament director was France Ellul, who founded the Furze Platt Comprehensive School Go Club in 1983. The club now has 53 members and in 1984 it won the British Schools' (Team) Championship. One of its members, Leigh Rutland, represented Britain in the 1st World Youth Wei-ch'i Championship (see GW36, page 4).

Moussa Wins La Chaux-de-Fonds International Go Tournament

Andre Moussa 5-dan of France won the 5th La Chaux-de-Fonds International Go Tournament, held on 15-16 September 1984. In the top division (3- to 6-dan), Moussa won all six games,



Moussa playing Yoo

including his third victory of the year against Yoo 6-dan, who for some time has been solidly entrenched at the top of the European rating list. Yoo, with 5 points, was forced into 2nd place. He was followed by David Schoffel 4-dan of West Germany on 4 points. 75 players from 9 countries participated in this tournament at La Chaux-de-Fonds in Switzerland.

1984 British Championship

The best-of-five playoff for the British Cham-

pionship was won by the perennial champion, Matthew Macfadyen, who defeated the challenger, Terry Stacey, 3-0, the same margin as the previous year.

Suh 1984 U.S. Champion

Charles Huh to Play in WAGC

Sang Mo Suh is the new U.S. Champion. Suh first won the Western Championships, held at the beginning of September, then defeated the winner of the parallel Eastern Championships, Joong Ki Kim, 2-0 in a playoff held at the end of October. The competition to become the U.S. representative at the 7th WAGC was won by the Western contender, Charles Huh of Seattle, who defeated the Eastern contender, Young Kwon of New York, in a playoff held at the beginning of December.

1984 Canadian National Go Tournament

The winner of the top division was June Ki Beck 6-dan, who becomes the Canadian Open Champion. Second place was taken by Myung Chul Shin 6-dan, who becomes the Canadian Champion and the WAGC representative.

IGO EDITOR AND PRINTER PROGRAM

We have developed a computer program suite for producing Go diagrams in camera-ready quality for printing. You set up the positions quickly and conveniently on-screen using a special editor, and when ready they are printed on a dot matrix printer. The copy can either be directly used, in which case it should be reduced by the camera, or it can be shrunk down on a reducing photocopier and then used for pasteup.

As a demonstration, the system was used to produce all the diagrams in the article "The Ninth Kukgi Title" in this issue of Go World. We think it will be particularly helpful for people producing amateur Go magazines and newsletters.

System requirements: IBM PC or lookalike (Compaq, Columbia, Televideo, etc.) and Epson FX-80 printer. Mouse and graphics card very desirable.

We believe that the system can be made to work on other MS-DOS machines, with some efforts, but the efforts must be yours; we will cooperate. It is not thought that other printers will work as well, but you are welcome to try. We intend soon to produce a version for the Epson LQ-1500.

We are distributing this software to the Go public on a non-profit basis; however, it is necessary for the user to pay for the "Fancy Font" software system made by Softcraft Inc., which is included and on which our printing section is based. We must cover this and the cost of postage and disk media, so: to receive a copy of "Igo Editor/Printer", including several periodic updates, send US\$160 or the equivalent in negotiable form (personal check OK), specifying your computer system, to:

Thomas Goodey, Tokyo 145, Otaku, Kitasenzoku 1-24-8, Japan (phone 03-724-5817)

(Fancy Font by itself retails for US\$190, and was used to produce this advertisement on an FX-80)

1984 Japan-China Go Exchange(ii)

Go relations between Japan and China are becoming closer and closer recently. The regular tour described in this report is, of course, the highlight of the year, but there is plenty of other activity going on. Shortly after the Chinese team returned home, Kobayashi Satoru and Kataoka Satoshi went to China to play TV haya-go games which were also televised in Japan. (The Japanese won both games, Kobayashi's opponent being a woman player, Chin Ch'ien-ch'ien 5-dan, and Kataoka's the 1981 world amateur champion, Shao 7-dan.)

The latest development is the first knockout team championship between Japan and China. This is the NEC Japan-China Super Igo tournament, sponsored by the Nippon Electric Company and organized by Igo Club, the China Weiqi Association, and the New Physical Education Magazine (a Chinese magazine). Each country fields a team of eight players, and each player keeps playing as in a knockout tournament until he is defeated. The tournament ends when all the players on one team have been defeated. On paper, the Japanese team has to be considered the heavy favourite in this clash: its captain is Fujisawa Shuko and playing on the team are Kato and Kobayashi Koichi. The Chinese team is headed by Nieh, backed up by Ma and Liu. Games will be played at the rate of one a month during 1985 and we will give the reader progress reports.

To get back to the 1984 tour, below we present some more of the outstanding games, beginning with a haya-go exhibition game between Nieh and Sakata. This was Nieh's best result on the tour.

Nieh v. Sakata

White: Sakata Eio 9-dan

Black: Nieh Wei-p'ing 9-dan

Time: 10 minutes each + 30 seconds per move

Played on 1 June 1984 at the Nihon Ki-in.

Commentary by Ishida Yoshio.

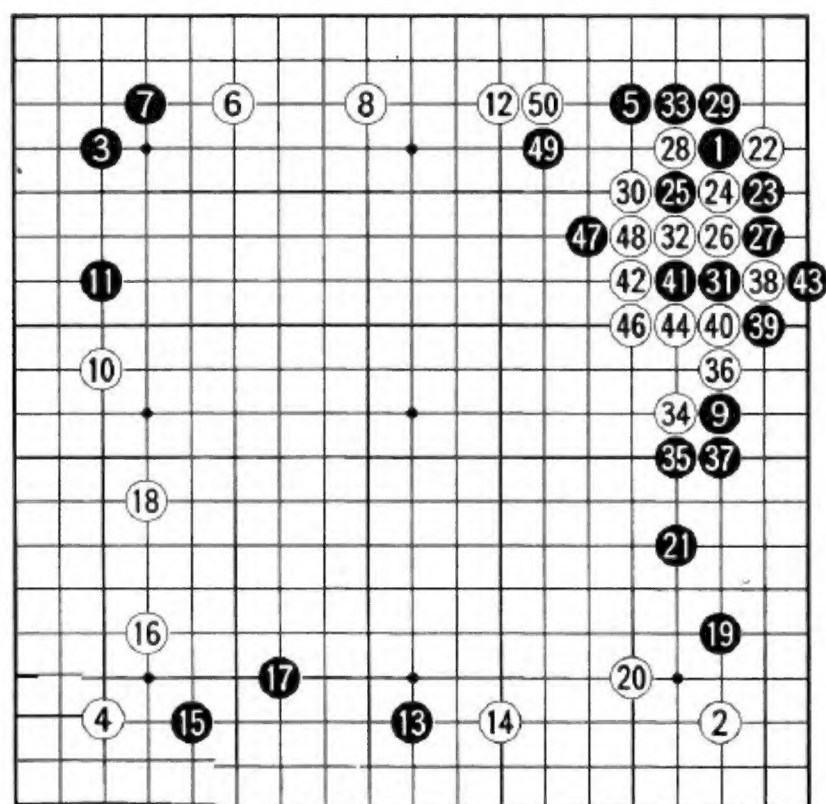


Figure 1 (1 - 50)

45: connects

Figure 1 (1 - 50)

White 22 is well timed. The sequence to 33 is a kind of joseki.

With 34, White is prepared to give the right side to Black.

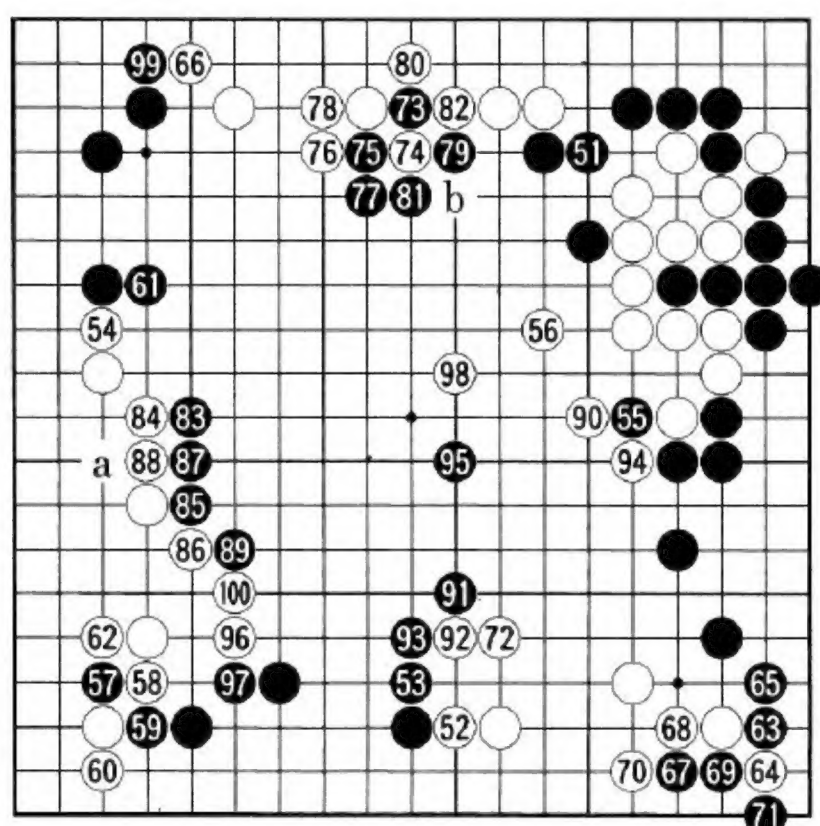


Figure 2 (51 - 100)

White 38. A tesuji to set up the squeeze.

Black 47, 49. Whatever happens, Black wants to keep White separated.

Figure 2 (51 - 100)

White 52, 54. A practical way of defending against an invasion.

Black 61. Black 'a' would also be a strong move. It is a pity to let White secure his position with 62.

The endgame begins early with 63. Sakata commented that he should have played 66 at 'b'.

Black 73 is severe. White 74 should be at 80. The result to 82 is a success for Black.

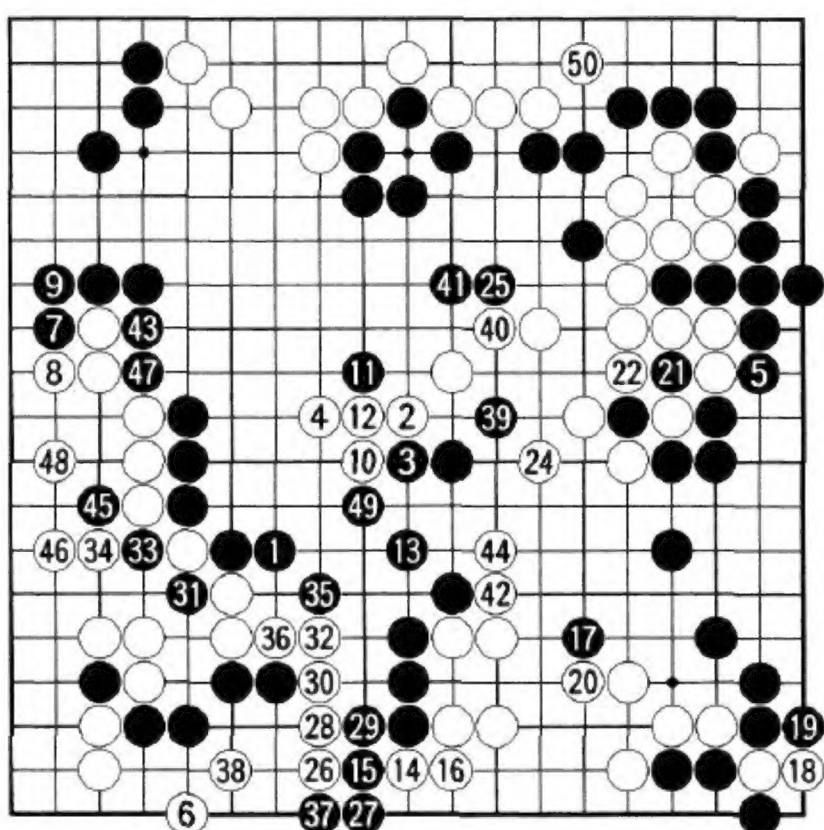


Figure 3 (101 - 150)

23: connects

Figure 3 (101 - 150)

Black 27. An overplay. Black loses his lead in the continuation.

Black begins an attack on the centre white group with 39, but after 44 White is safe.

Figure 4 (151 - 203)

White 80. If at 'a', White would be most unlikely to lose.

Black 85 is a good point.

White 86 is the losing move. White loses about ten points and his lead is upset when Black cuts off 86 with 87 to 99.

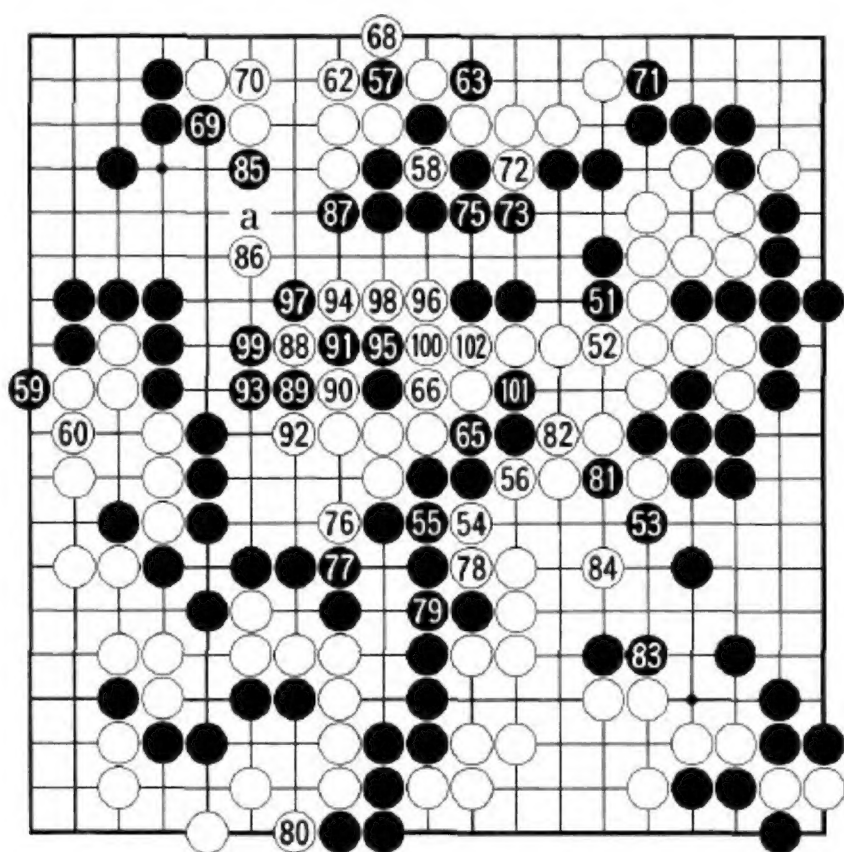


Figure 4 (151 - 203)

Ko: 61, 64, 67, 74; 103: connects

Usually Nieh plays a centre-oriented game, but in this game he played quite low, with a lot of moves on the third line in the fuseki. Sakata followed his favourite 'shinogi' strategy (leaving weak groups open to attack, confident that one can save them when they get into real trouble), but although his strategy worked, he slipped up in the endgame. Winning this haya-go must have been some consolation to Nieh for his bad record in the official games.

Moves 204 to 265 omitted. Black wins by 6½ points.

Round 5: Nieh v. Kato

White: Nieh Wei-p'ing

Black: Kato Masao

Played on 3 June 1984 in Osaka.

This is the third game between Kato and Nieh. The first was in 1973, during the first post-Cultural Revolution tour of China by a Japanese team. The second was in 1982 during the Chinese tour of Japan (see GW29). Kato won both these games, so Nieh must have been eager for revenge. The loss in 1982 (Kato was then Tengen) was Nieh's only loss on what was the most successful Chinese tour of Japan (the Chinese won 43-13).

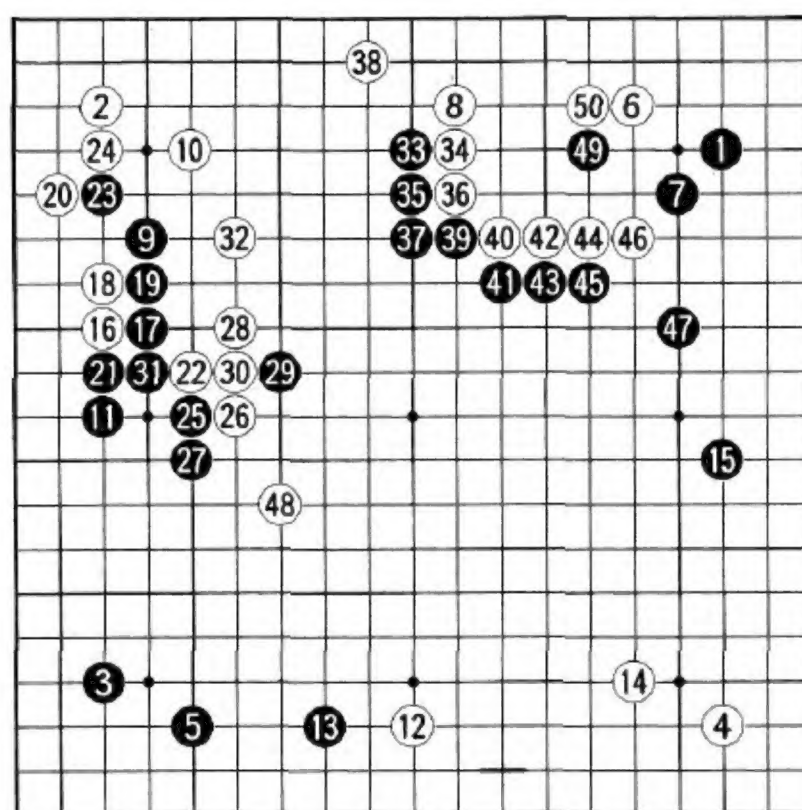


Figure 1 (1 - 50)

Figure 1 (1 - 50)

Black 7. Kato also played this kosumi against Ma in the game given in the previous issue.

White 16. Black welcomes the invasion, as it enables him to expand his moyo below.

White 48. A ladder-block for when White pushes through below 46 and cuts.

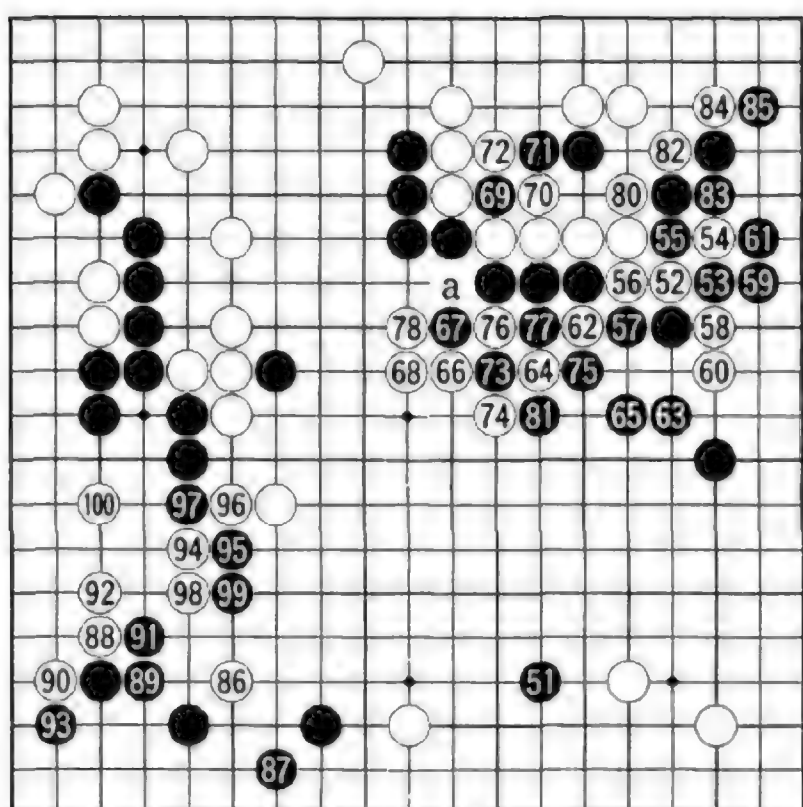
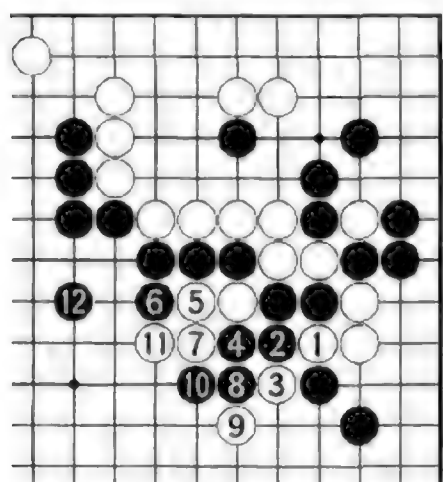
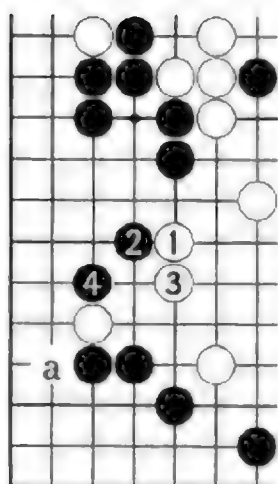


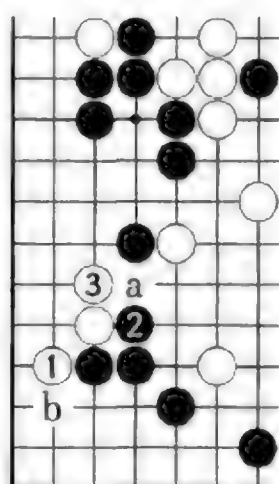
Figure 2 (51 - 100)
79: ko



Dia. 1



Dia. 2



Dia. 3

Figure 2 (51 - 100)

White 64. Cutting with 1 and 3 in Dia. 1 is unreasonable.

White 76 is a slip. White must play 78 first; then, when Black plays 77, it will be White's turn to take the ko first. Neither side has big enough ko threats, so Black would be forced to defend at 'a'.

White 80 is not big enough. Black takes a slight lead with 81.

White 90. The losing move, according to Kato.

White should simply play 90 at 94, that is, 1 in Dia. 2. Nieh did not want Black to link up his groups with 2 and 4, but Kato pointed out that if Black 2, White could now play the hane at 1 in Dia. 3, followed by White 3. Next, 'a' and 'b' are miai for White.

Black 91 gives Black the edge in this fight.

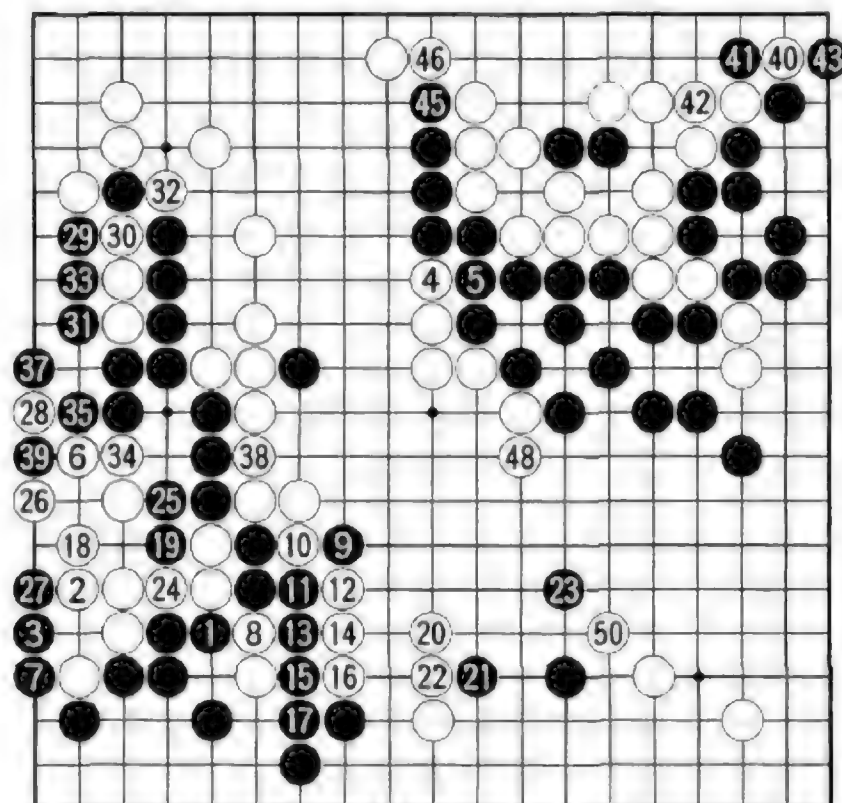
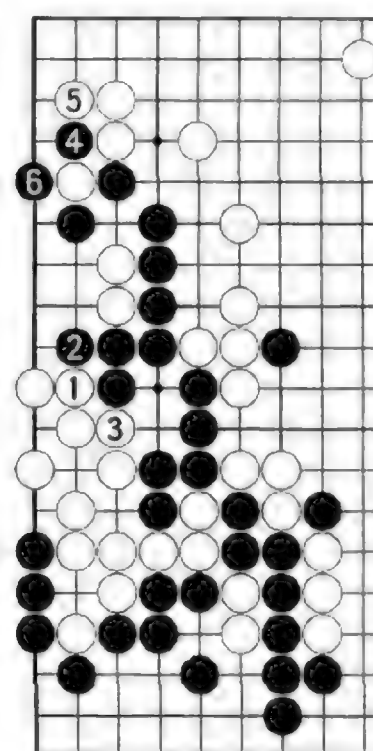


Figure 3 (101 - 150)
36: connects (left of 32); 44, 47: ko;
49: connects

Figure 3 (101 - 150)

White 28. A vital point: White would die unconditionally if Black jumped to 28.

White 30. White could live by playing at 1 in Dia. 4, but Black would take enough profit on the top left to win, so White prefers to fight a ko. Unfortunately for him, it is an approach-move ko, so there is not much pressure on Black.



Dia. 4

Black 49 secures victory. White cannot hope to catch the black group on the right with 50, though he has a try.

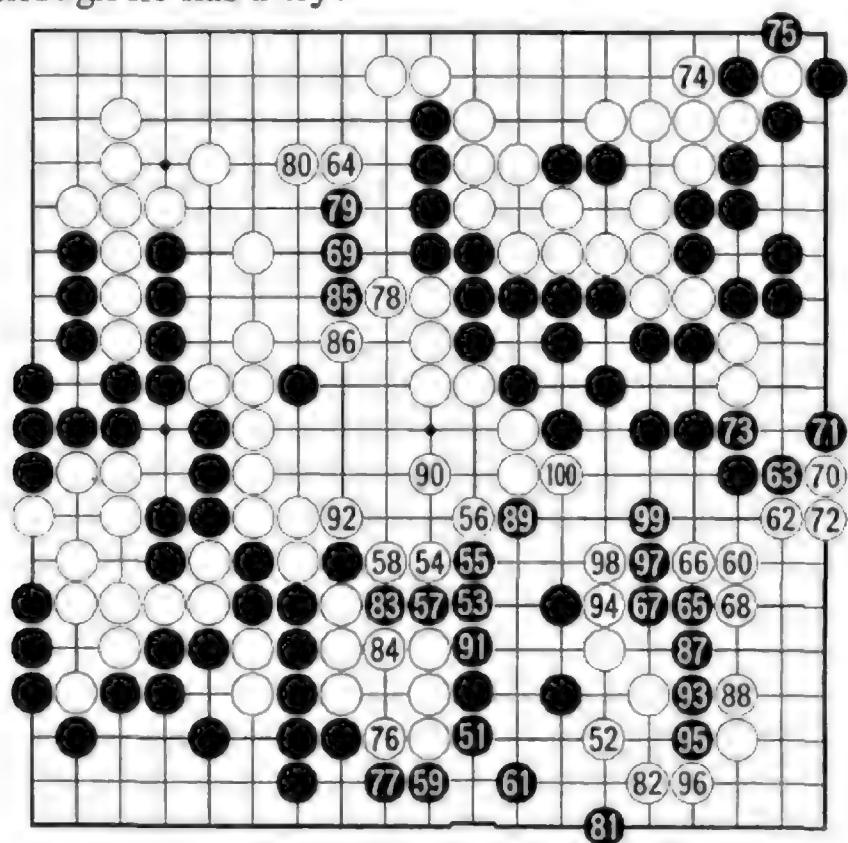


Figure 4 (151 - 200)

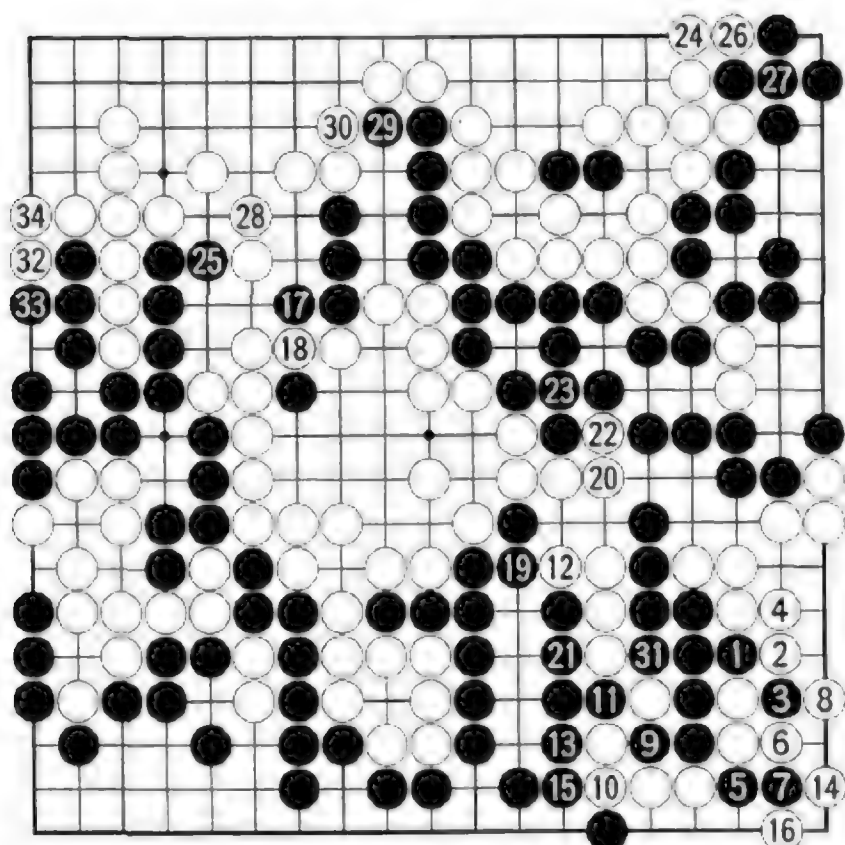


Figure 5 (201 - 234)

Figure 4 (151 - 200), Figure 5 (201 - 234)
Black wins by $8\frac{1}{2}$ points.

Round Six: Nieh v. Kato

White: Kato Masao

Black: Nieh Wei-p'ing

Played on 5 June 1984 in Osaka.

Commentary by Kato.

Figure 1 (1 - 47)

Black 19. Nieh avoids the immediate fight with

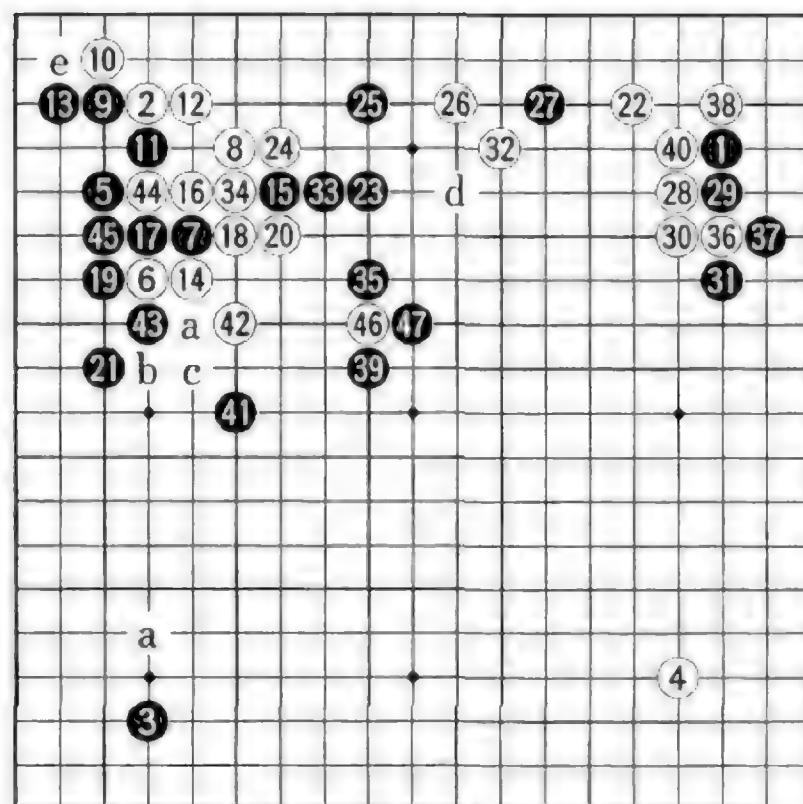
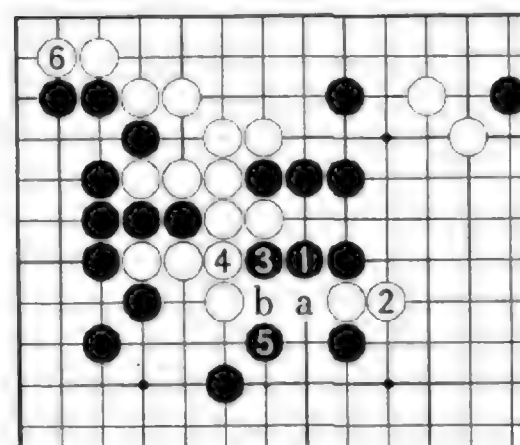


Figure 1 (1 - 47)



Dia. 1

19 at 34.

Black 21. Kato thought that the hane at 43 was preferable; if White 'a', Black would be happy to extend to 'b'. White would be reluctant to play 'c' next (pushing Black along the fourth line), but turning at 'c' would be a good move for Black.

Black 27. Better simply to jump to 35; if then White 'd', Black is satisfied to play Black 30. The result to 32 makes 27 a bad move.

Black 41. Perhaps Black should peep at 42.

White 46. White can live with 'e', but that is an endgame move.

Black 47. Nieh missed a good move. Kato: 'I didn't notice it at the time, of course, but Black had a strong counter to 46. He should have played at 1 in Dia. 1. White must play 2, so Black breaks through with 3 and 5. If White 2 at 'a', Black plays 3, White 4, Black 'b', keeping White sealed in. White would therefore have to play 6 to live, which would be painful. Black could then switch to 'a' in the figure.'

White 46 looked like a typically severe Kato move, but appearances were deceptive.

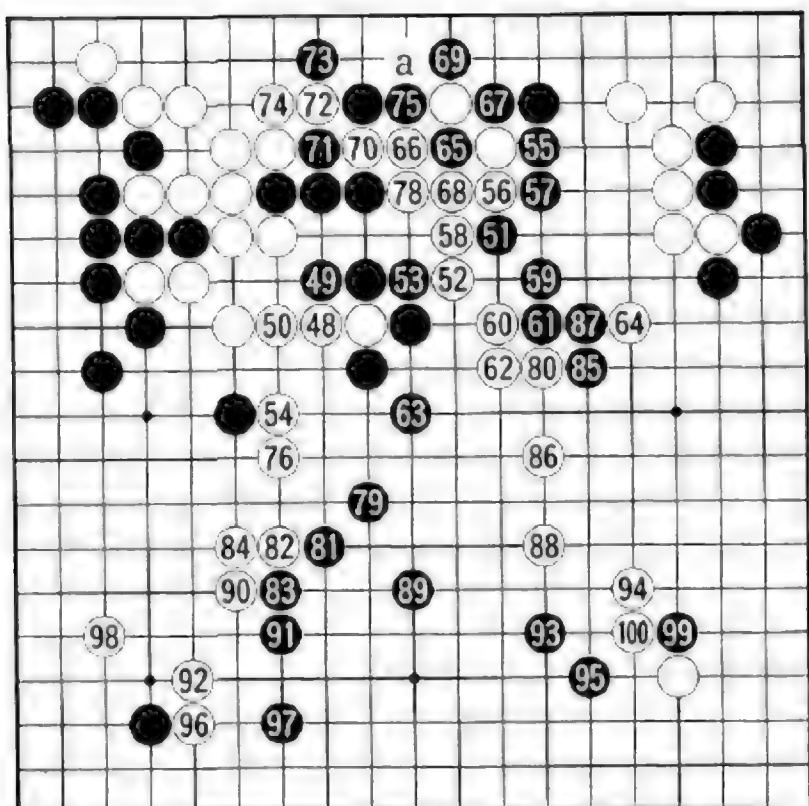


Figure 2 (48 – 100)
77: ko

Figure 2 (48 – 100)

Black 53. Another missed opportunity. If Black plays 1 and 3 in Dia. 2, White has to defend at 4, so Black could then seal him in with 5.

White 60. Simpler would be 'a', threatening to link up and keeping the black groups separated. ∴ Kato felt satisfied with his position after 54, but Black's forceful attempt to pull out his semi-captured stone with 55 took him by surprise. Usually it is better to give up a stone like this rather than to try to save it, but the result to 75 is a great success for Black. White manages to stop him from connecting with 72 and 74, but Black only has one weak group while White is burdened with two. With 79 etc., Black's attack gets into gear. White is in trouble.

Figure 3 (101 – 134)

White 2. White would prefer to play 'a', but since his centre group is still unsettled, it would be too dangerous.

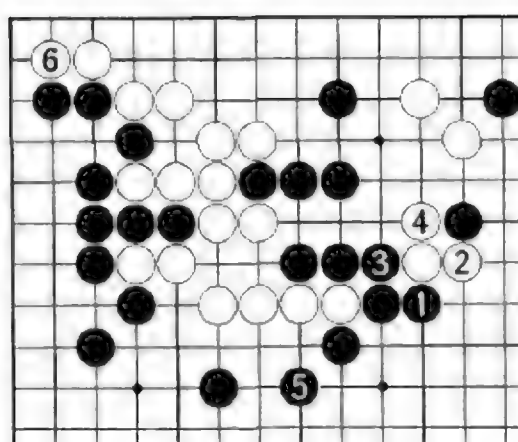
White 10. If at 16, Black would attack the top right group with 31, then aim at attaching at 'b'.

White 18. White has to play aggressively. If he simply secures life with 18 at 21, Black will switch to 'c' and probably go ahead in territory.

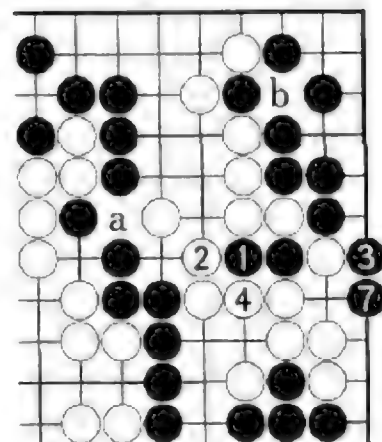
Black 31. Better to connect at 'd' — see Dia. 3.

Dia. 3. If Black 'a', then later Black can play 'b' in sente. If White tenukied, Black could kill him with 1 to 7.

White 32 and 34 secure definite eye-shape for



Dia. 2



Dia. 3
5: right of 1
6: captures

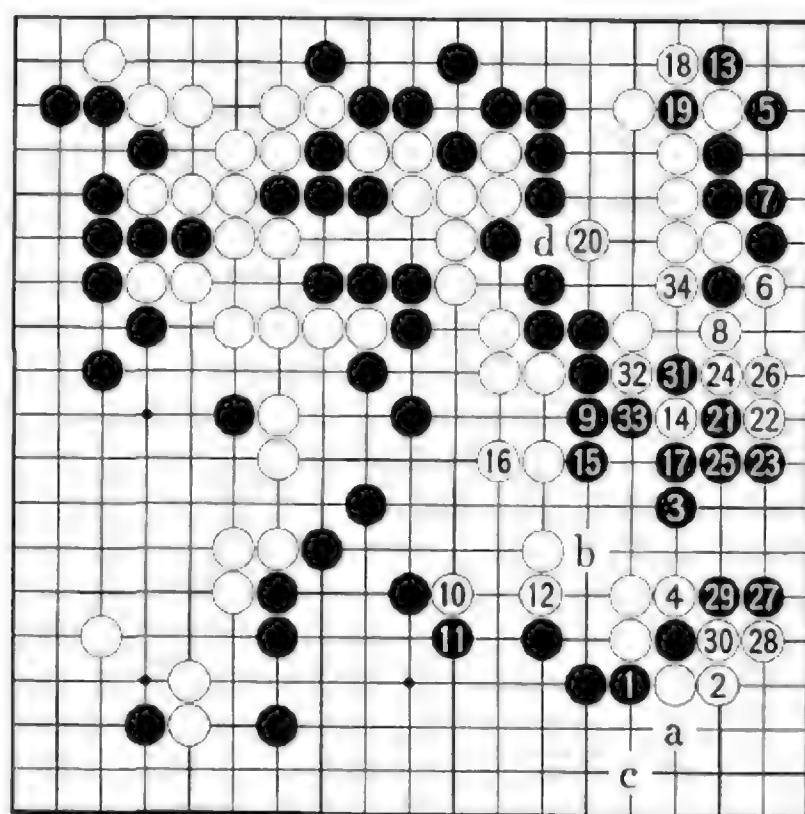


Figure 3 (101 – 134)

White. Nieh thought that his group was also safe, but there was a surprising pitfall.

Figure 4 (135 – 199)

Black 35 is wrong. The idea is to make 37 sente, but White takes advantage of Black's momentary slip with the superb placement at 36. When 37 comes, White defends his cutting point at 'a' in sente with 38 and 40, so he is able to link up at the bottom with 44.

Black 43 is necessary: if White cuts, Black cannot get two eyes — if Black 'b', White 'c'.

In retrospect, it becomes clear that Black should have played 35 at 41, that is, at 1 in Dia. 4. This secures all the bottom area and also prevents White from trying to kill the side group. If White 2, Black counters with 5, securing a second eye. Black would win the semeai if White played 6 and 8.

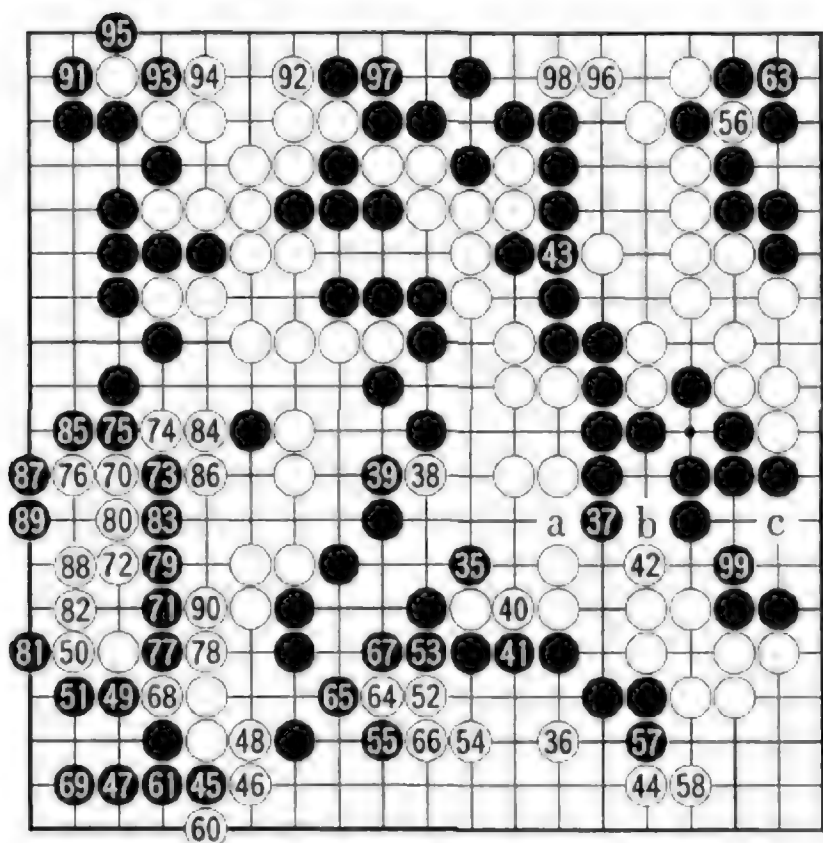
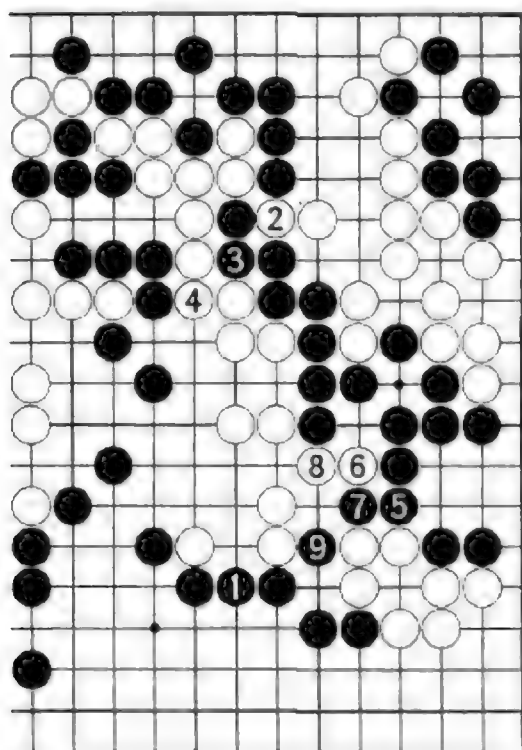


Figure 4 (135 - 199)
59, 62: ko



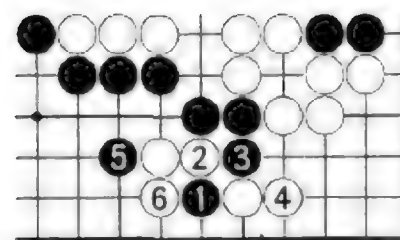
Dia. 4

Kato: 'White 44 made the game close and White 54 put me ahead.'

Black 45. Nieh would still have had a chance if he had played Dia. 5 before 45. Note that it is only now, after he has lost his grip on the bottom territory, that Black will want to play 45, since the drawback of this move is that it provokes White 46 and 48, damaging the bottom area.

The lightning transformation in territory at the bottom from black to white upset Nieh's lead. This was perhaps a lucky win for Kato, but it shows how dangerous it is to relax against him. This was probably Nieh's most painful defeat of the tour.

Moves 200 to 309 omitted. White wins by 3½ points.



Dia. 5

After finishing his match with Nieh, Kato had the following comment. 'Nieh is strong. He understands go and he's good at calculating. Besides Nieh, I played Ma and two other players this year, but I think that he is stronger than the others. In China he can probably win without much trouble. However, we Japanese players cannot win unless we are constantly challenging the opponent to a showdown. I can't help feeling that Nieh's go lacks the severity that comes from fighting at the limit of one's ability.'

This might account for the three-point gap that Nieh acknowledges still separates the top Chinese and Japanese players. Even so, Nieh's cumulative total against Japanese players after this tour is a very respectable 40 wins to 23 losses, so he has nothing to be ashamed of. An anonymous 9-dan of the Nihon Ki-in commented: 'By now only a Japanese title-holder can beat the number one Chinese player.'

Round Six: Ma v. Hashimoto Shoji

White: Ma Hsiao-ch'un 9-dan

Black: Hashimoto Shoji 9-dan

Played on 5 June 1984 in Osaka.

Figure 1 (1 - 50)

Black 25. Capturing before White gives atari

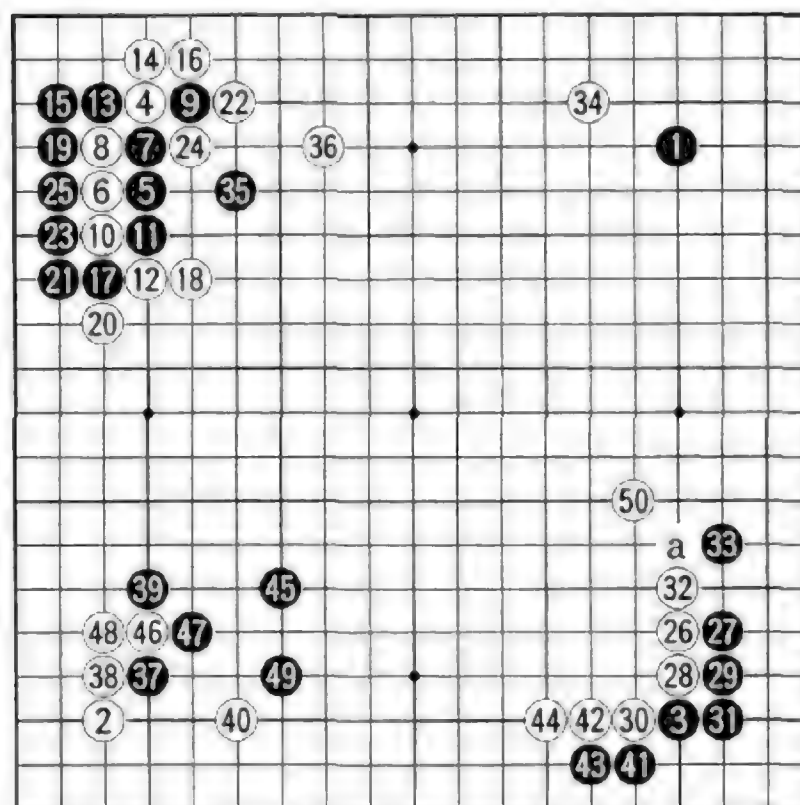


Figure 1 (1 - 50)

is most unusual. Black wants to avoid being blockaded here.

White 50 is an excellent move. Black should have played 41 at 'a'.

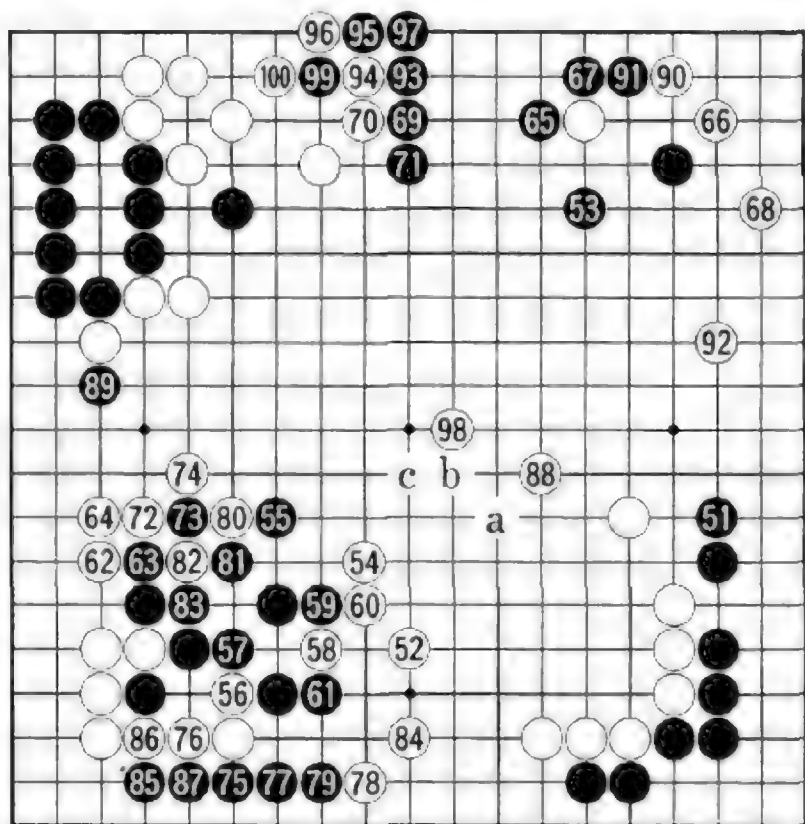


Figure 2 (51 - 100)

Figure 2 (51 - 100)

White 52. Another excellent move, praised by Hashimoto. However, White 56 is bad: it doesn't serve to attack Black effectively and it gives Black the aji of 75. White should simply play 56 at 62.

Black 69. Ma welcomed this move. He commented that he would have been in trouble if Black had invaded around 'a'. Since Black is already leading in territory, a successful invasion would have decided the game. Hashimoto was afraid that White might engineer a double attack on Black 'a' and the black group at the top. Awareness of being ahead makes one negative.

Black 93. A chance to invade at 'b' or 'c'.

Figure 3 (101 - 176)

Black 21 is a mistake; if at 28, Black would be ahead.

Black 35 is another mistake: it should be at 1 in Dia. 1. Black was worried about White 2, but he wins the semeai. White 36 makes the game dead even.

Black 57 is the losing move; if at 'a', the game would still have been even.

Moves 177 to 312 omitted. White wins by 1½ points.

Ma made up for his bad start to the tour by defeating Hashimoto two straight in their match.

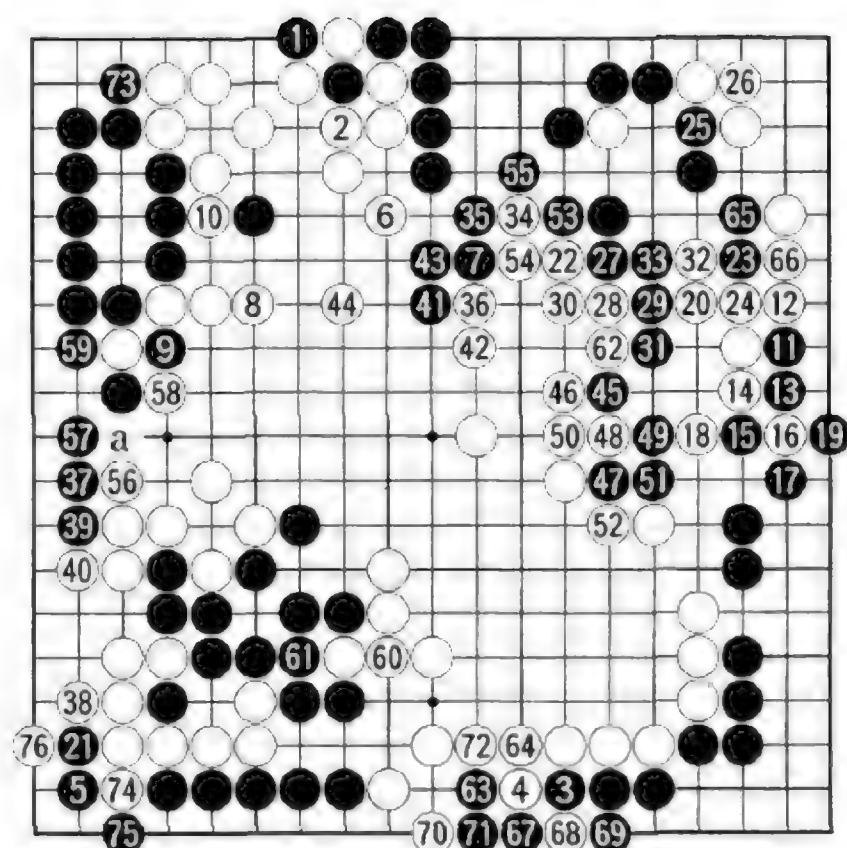
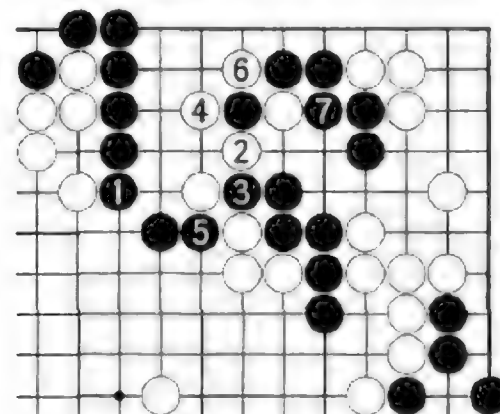


Figure 3 (101 - 176)



Dia. 1

Considering that Hashimoto won all his games (including victories over Nieh and Liu) when he led the Japanese team to China in 1981, that was quite a creditable performance.

The final game in our report is one between Wang Yuan, a 24-year-old librarian from Ch'engtu City making his first tour of Japan, and Ushinohama Satsuo of the Kansai Ki-in.

Round Six: Wang v. Ushinohama

White: Ushinohama Satsuo 9-dan

Black: Wang Yuan 5-dan

Played on 5 June 1984 in Osaka.

Figure 1 (1 - 44)

Black 19-25. A pattern that has fallen into disfavour recently in Japan because of Black's thinness. Usually Black plays 21 at 24.

Black 29. Very aggressive — Ushinohama was startled.

White 36. White should first give atari at 'a'. The omission gave Black the chance to make a cut at 37.

Black 39 is a good move. Still, Black has to live with 43 eventually, so White is satisfied when he

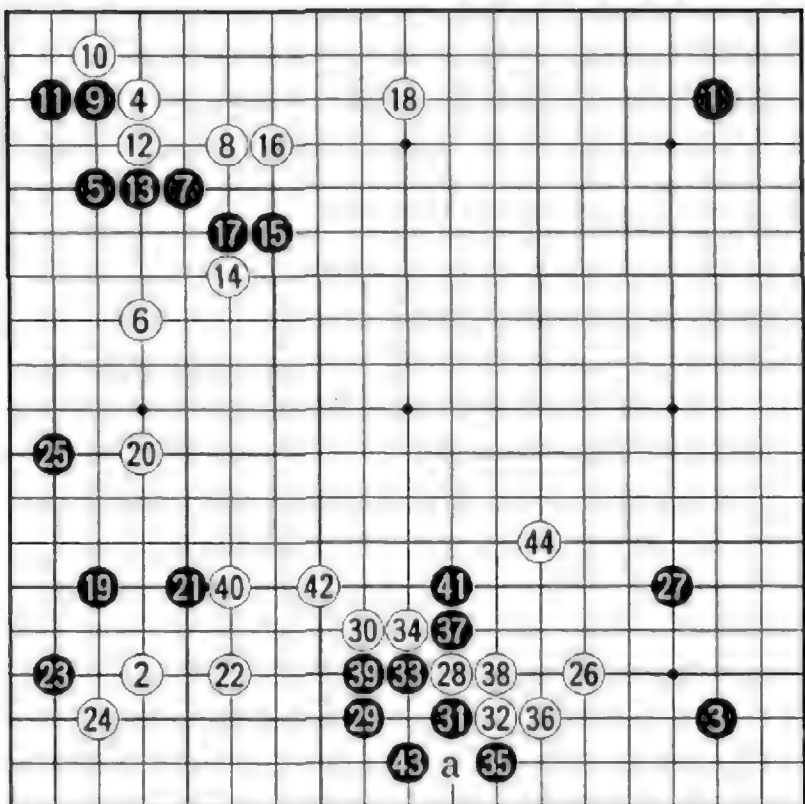


Figure 1 (1 - 44)

jumps to 44.

Figure 2 (45 - 70)

White 56 invites Black 57 etc. Ushinohama wants to start a game-deciding fight as early as possible. Up to 69, an interesting furikawari (exchange) follows, but Black ends up on the debit side.

Figure 3 (71 - 100)

White 74, 76. White is in a hurry to finish Black off. If he can seal Black in and use his captured stones in the bottom left to squeeze, the game will be over. However, he goes wrong with 78: he didn't realize how severe the cut at 83 would be. White 78 should have been at 'a'.

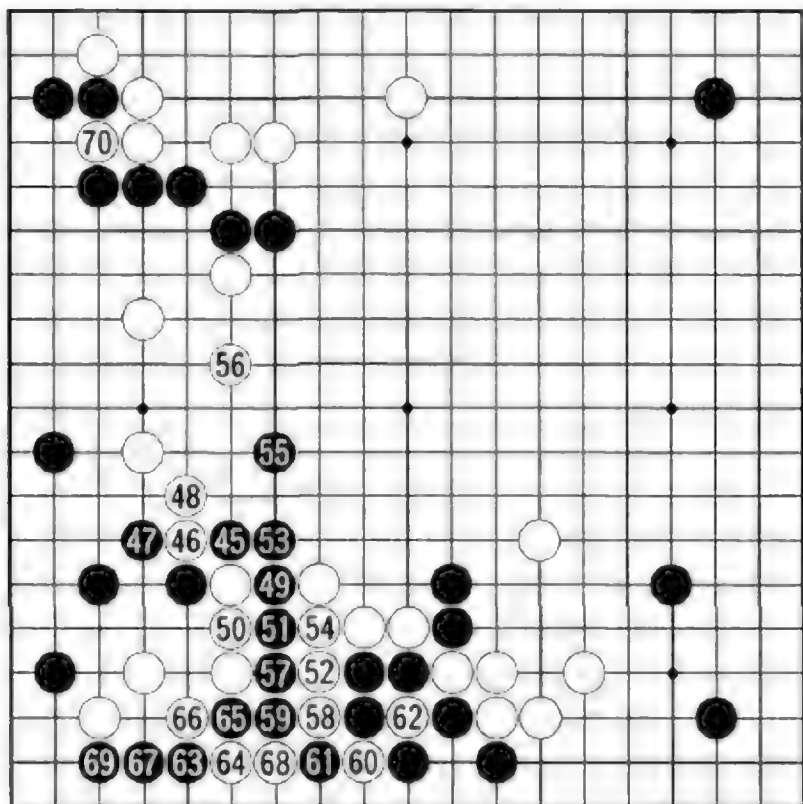


Figure 2 (45 - 70)

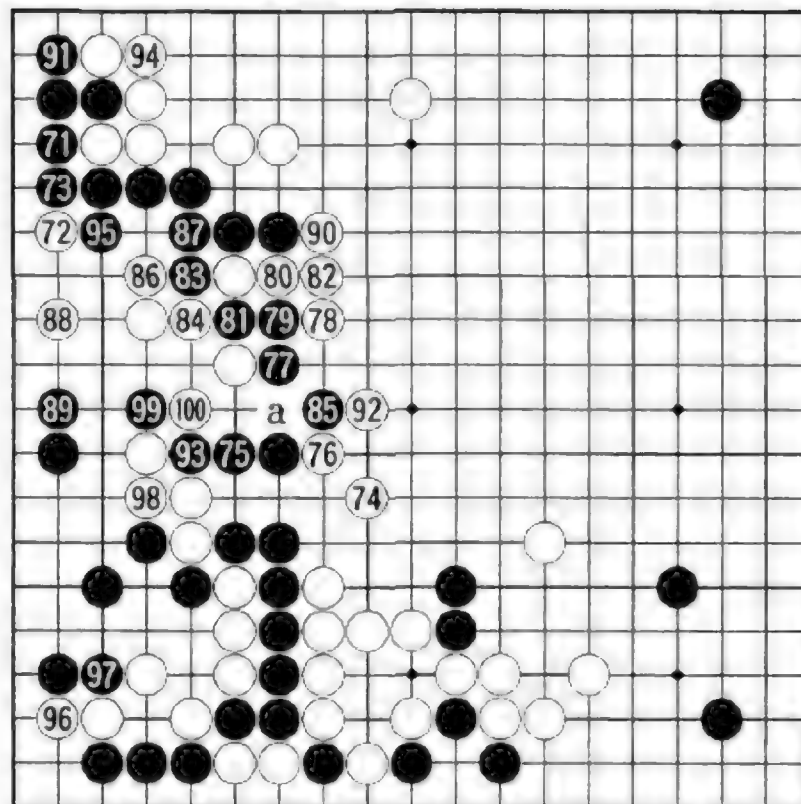


Figure 3 (71 - 100)

White 90 should be at 92. Black would have to add a stone, so White could then block at 91.

After 95, the white group is lost and so is the game.

Figure 4 (101 - 150)

Figure 5 (151 - 215) (given on page 14)

Some furious fighting followed in Figures 4 and 5, but, try as he might, White could not recover from his initial disadvantage.

Moves 216 to 283 omitted. Black wins by 5½ points.

(Commentaries taken from the Yomiuri newspaper. Translated by John Power.)

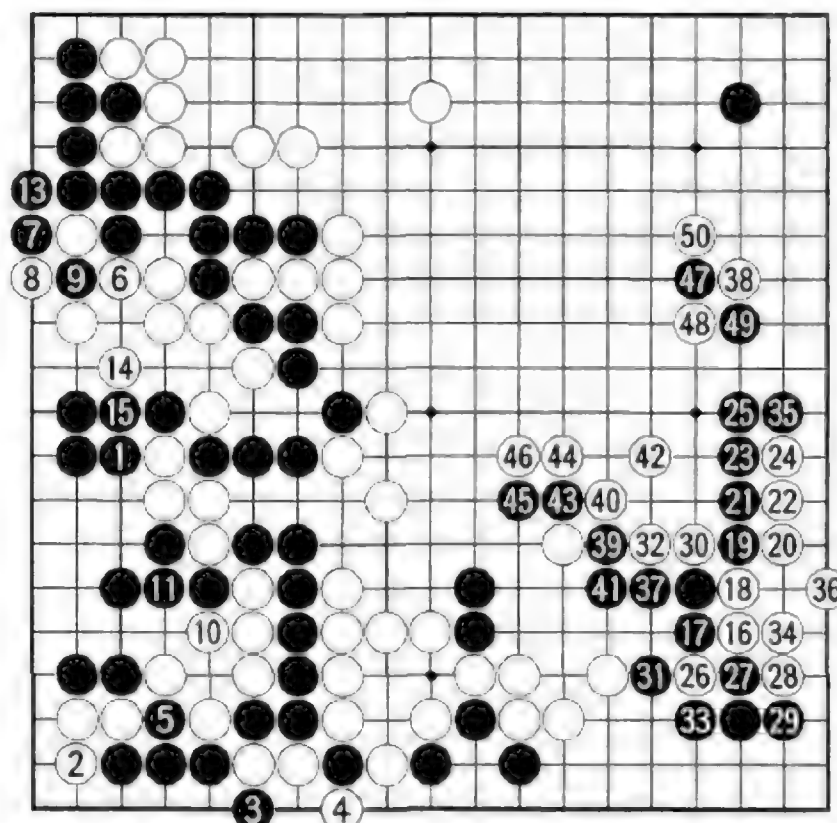


Figure 4 (101 - 150)
12: ko

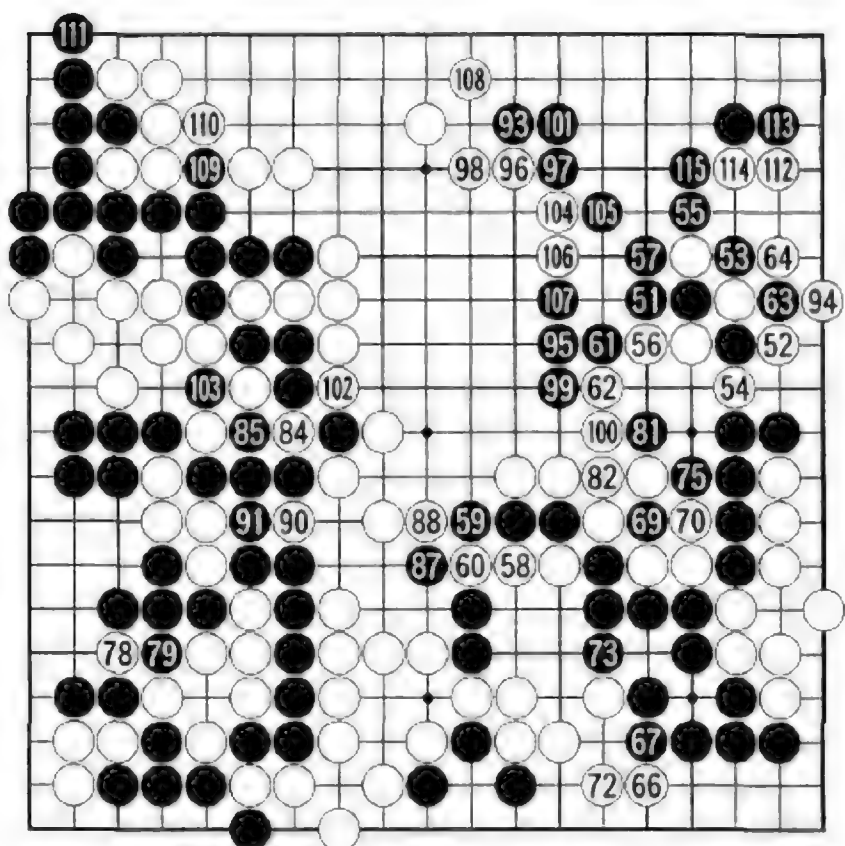


Figure 5 (151 – 215)

Ko (left of 52): 65, 68, 71, 74; 76: connects (at 69); ko: 77, 80, 83, 86, 89, 92

1984 Japan-China TV Match

Shortly after the completion of the Chinese tour of Japan, Kobayashi Satoru and Kataoka Satoshi went to China to play two TV games which were televised in China and in Japan (as part of the Japan Air Lines TV program in the latter country). Kataoka's game featured a very interesting fuseki, so we present it below.

White: Shao Chen-chung 7-dan

Black: Kataoka Satoshi, Tengen

Played in Hangchow in early July, 1984.

Commentary by Kobayashi Satoru.

Figure 1 (1 – 40)

White 16 is the vital point of this shape. Playing tenuki with 22 is a very interesting idea. The continuation is good for White.

Figure 2 (41 – 81)

White 42 is another interesting idea. Black would like to answer at 44, but White 'a' gives him a bad result.

White 44 to 50, sealing Black in, give White an excellent result here.

White 80. Too solid – the invasion at 81 gives Black a chance to get back into the game. White should have played 80 at 'b'.

Continued on page 64



Shao 7-dan

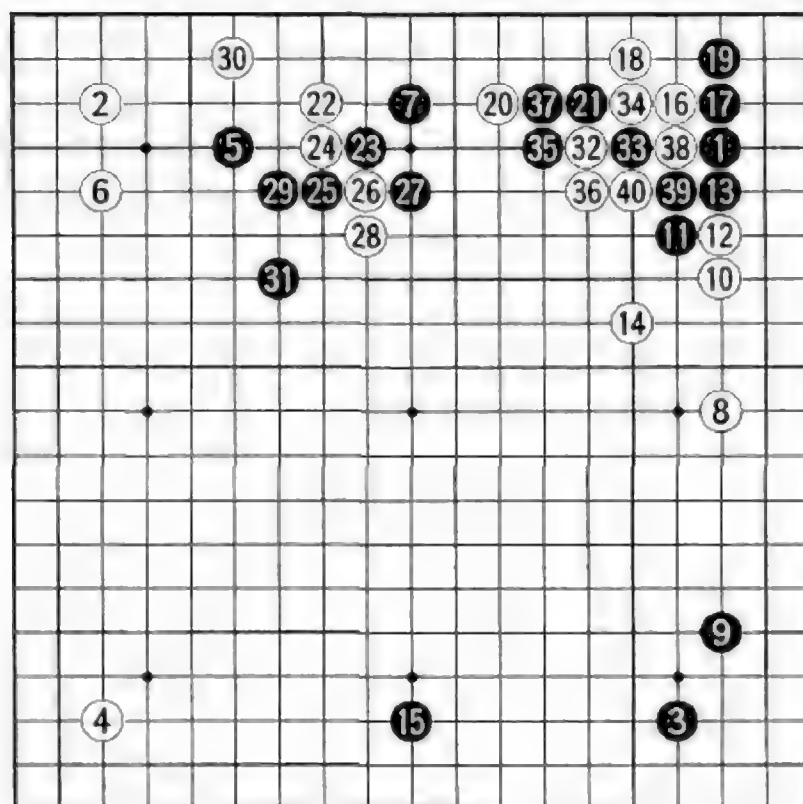


Figure 1 (1 – 40)

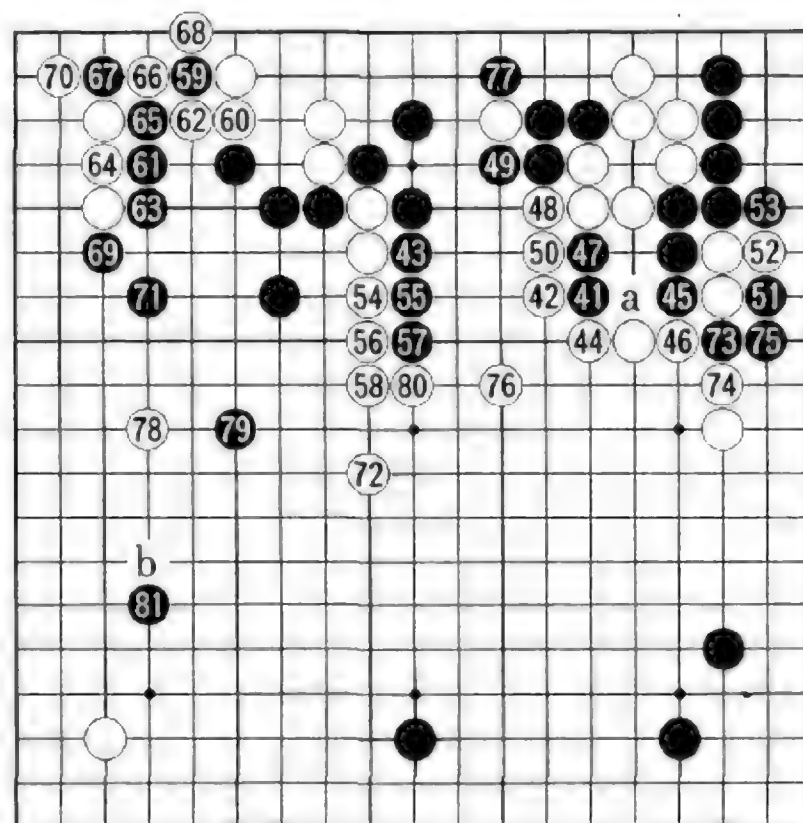


Figure 2 (41 – 81)

29th Honinbo Title

The 1984 Honinbo title featured a novel pairing for a title match: Rin v. Awaji. Rin, of course, is a veteran of Honinbo title matches, but this was Awaji's first challenge for a major title. Awaji suddenly came into prominence in 1983, at the 'mature' age of 34, by challenging first Otake for the Gosei title and then Kataoka for the Tengen title. He lost both matches but not before bringing a breath of fresh air into the tournament scene. His good form continued in 1984 and he astonished everyone by coming out of nowhere to win the Honinbo league, more or less before anyone had realized he was even in contention. His win was no fluke, however, for he defeated the top five players in the league, namely Cho Chikun, Kobayashi Koichi, Takemiya (in the final round), Iwata, and Sakata. Going into the title match, Rin was obviously the favourite, but it is unlikely that he felt complacent. Awaji is a dangerous opponent, for he has a sharp, aggressive style; he is always seeking to attack and to control the game, which makes him a bit of a contrast to some of his contemporaries.

Rin, for his part, was a cautious, territorial player when younger, but in recent years he has become quite aggressive. That made it almost inevitable that the series would see some spectacular fighting games.

Game One

White: Rin Kaiho, Honinbo

Black: Awaji Shuzo 8-dan

Komi: 5½; **time:** 9 hours each

Played on 16, 17 May 1984 in Karatsu City, Saga Prefecture, Kyushu.

Commentary by Rin.

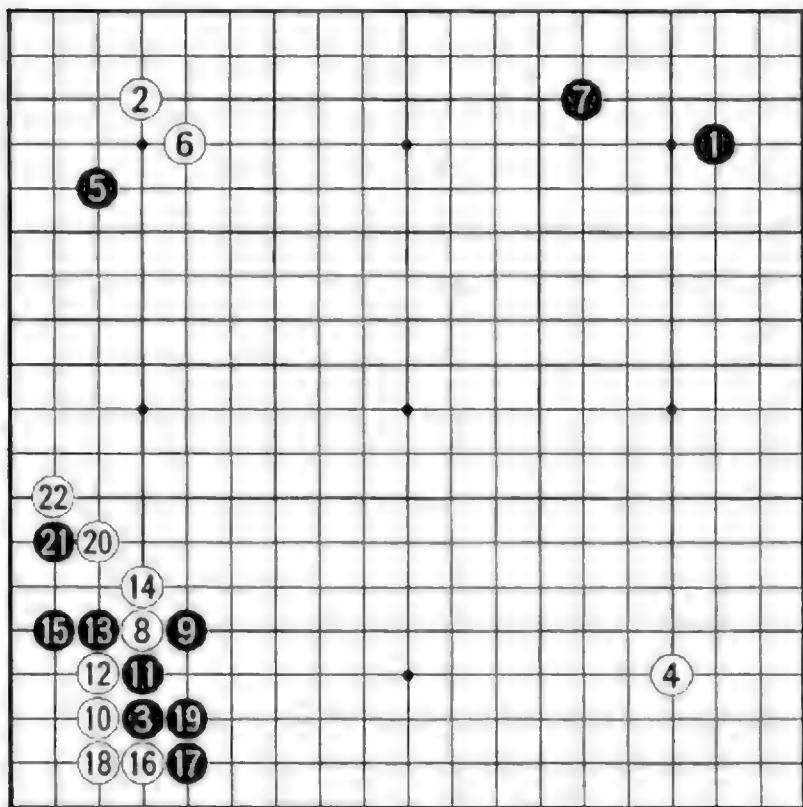
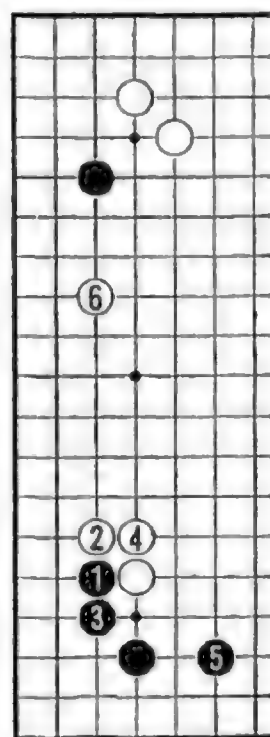


Figure 1 (1 – 22)

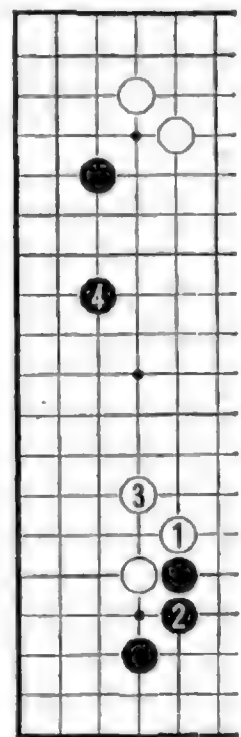
Figure 1 (1 – 22). Joseki mistake

Black 9. Black's reason for avoiding the ordinary joseki in Dia. 1 is that after 2 to 5, White 6 becomes an ideal pincer. Likewise, White avoids the hane in Dia. 2 with 10 as Black 4 becomes an ideal extension.

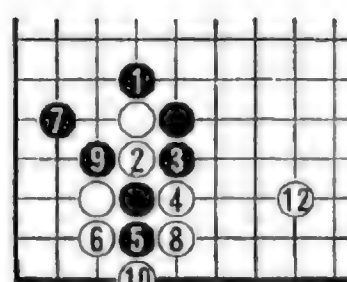
Black 11. The standard joseki in Dia. 3 would also be reasonable. The precondition for Black 13 and 15 is that White cannot block with 5 and 7



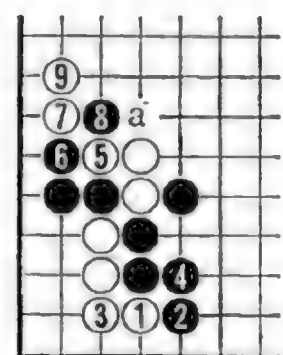
Dia. 1



Dia. 2



Dia. 3

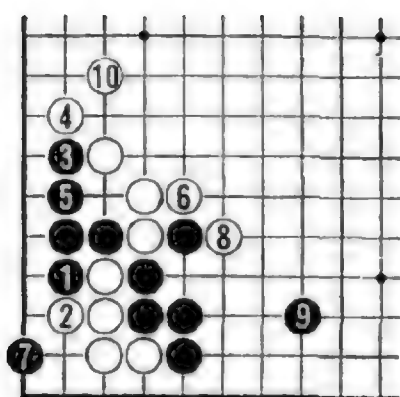


Dia. 4

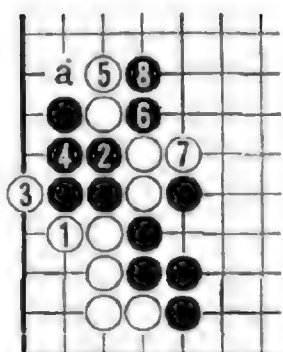
11: below 2

in Dia. 4, i.e., the ladder with 'a' must work for Black. Since it does, White has to play 20 in the figure.

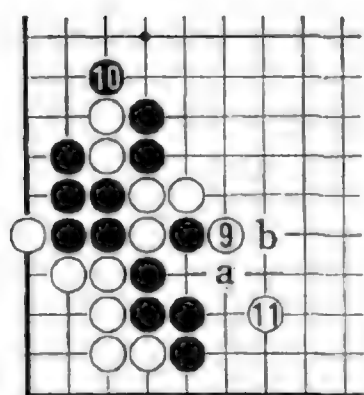
Black 21 is a mistake in joseki: Black is supposed to exchange 1 in Dia. 5 (next page) for 2 before attaching at 3. Awaji claimed later that he simply 'forgot' to make this exchange, but at the time Rin was not to know whether this was an innovation or even perhaps some kind of trap. According to the joseki books, White punishes Black



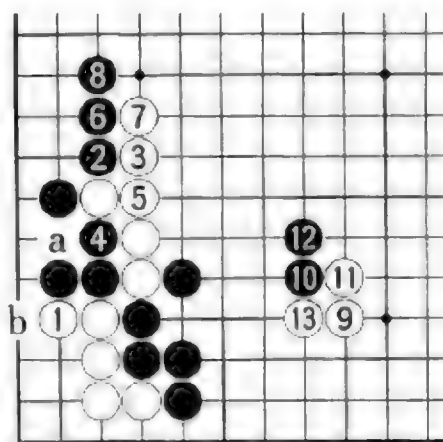
Dia. 5



Dia. 6



Dia. 7



Dia. 8

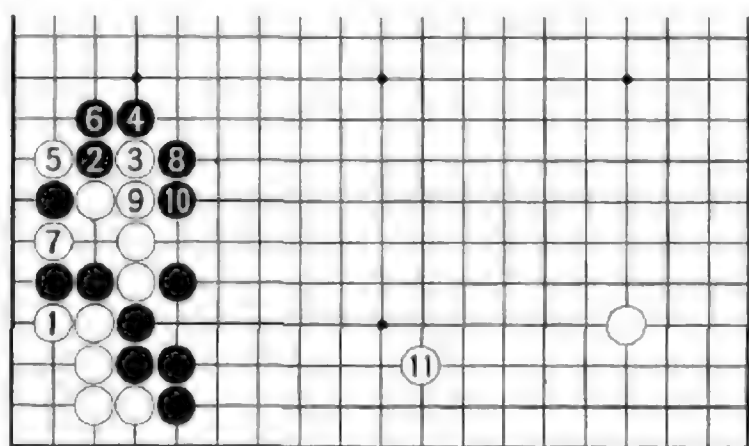
for the 'mistake' by playing at 1 in Dia. 6.

Dia. 6. If White 1, Black could try to save the two stones by playing at 2 here. White will counter with 3 and 5. Crawling along the second line with 'a' is not inviting, so Black will cut at 6, then make miai of the two ladders with 8. However –

Dia. 7. White is quite satisfied to play 9 and 11. If Black 'a', White gives way with 'b'.

Dia. 8. Black is more likely to hane at 2 (instead of 2 in Dia. 6). He is prepared to sacrifice the two stones: if White 'a', Black gives atari at 5 and seals White in on the side. That is bad, so White will hane at 3. If then Black 4, Black can save his stones, but next White can attack at 9. White 'b' is sente, so the corner group is alive. This would be a good result for White.

Awaji commented that he intended to hane at 4 in Dia. 9. In this case, White will capture with 5 and 7. Black builds a wall on the outside, but there are some holes in it. White will be satisfied if he can make the superb extension to 11.



Dia. 9

The conclusion is that White could have pun-

ished Black for his omission, but at the time Rin was afraid that Awaji might have had some secret counter prepared, so he blocked at 22, letting the game revert, for a couple of moves anyway, to the joseki in Dia. 5.

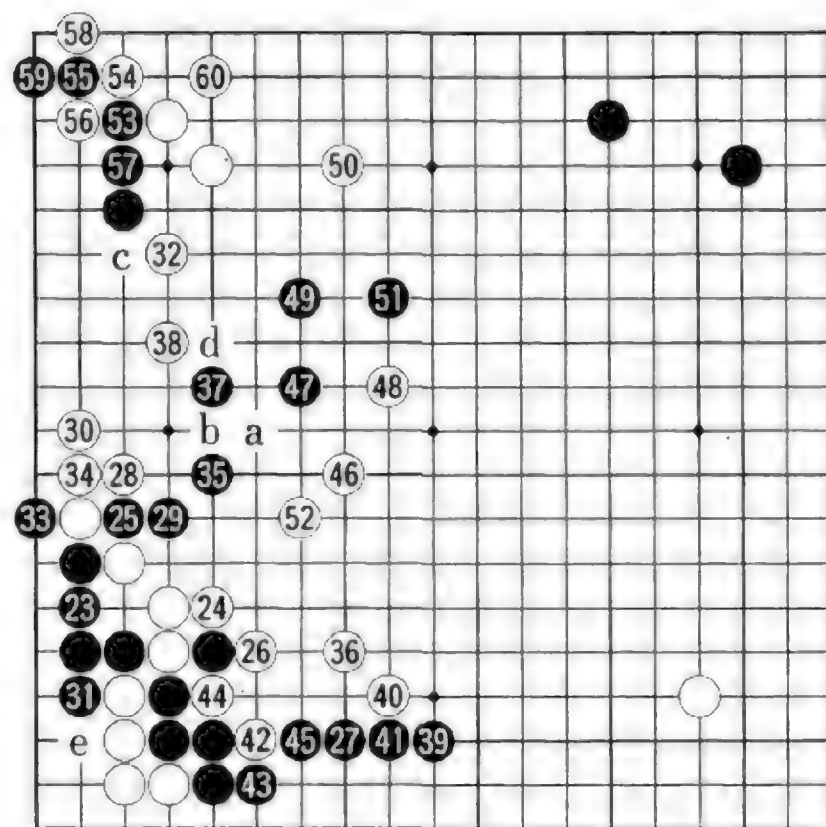
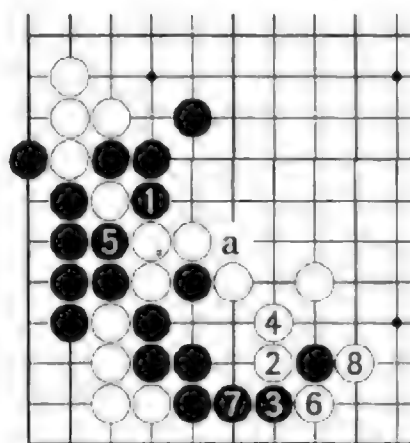
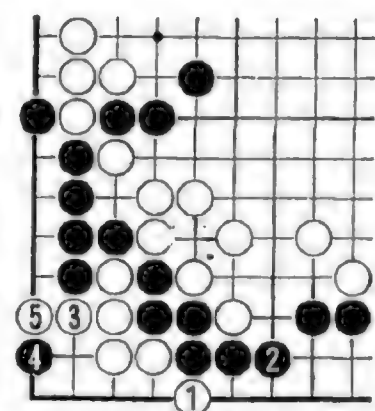


Figure 2 (23 - 60)



Dia. 10



Dia. 11

Figure 2 (23 - 60). Focus on White's corner

White 32. White could capture two stones by playing at 35, but then Black would get various forcing moves. White prefers to let Black create a target for attack by moving out with 35.

Black 37. Black could capture a stone with 1 in Dia. 10, but White would be only too happy to give it to him. White can't connect in answer to 1 (Black squeezes with 'a' and captures), but he can play 2 and 4 in sente, then capture a stone himself with 6 and 8.

White 38. White should first exchange 'a' for Black 'b'.

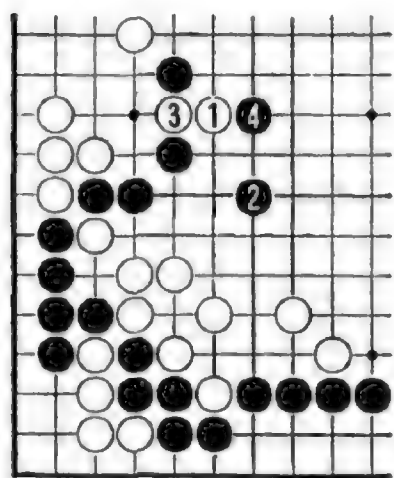
Black 39. To prevent White 41.

Black 45. If omitted, Black can play the hane at 1 in Dia. 11 in sente, enabling him to win the semeai.

White 46. If White now peeps at 'a', Black won't



The 1984 Honinbo title match gets off to a start with a fresh pairing: Rin v. Awaji. Before this series, the two had played only three games, with Rin winning two of them.



Dia. 12

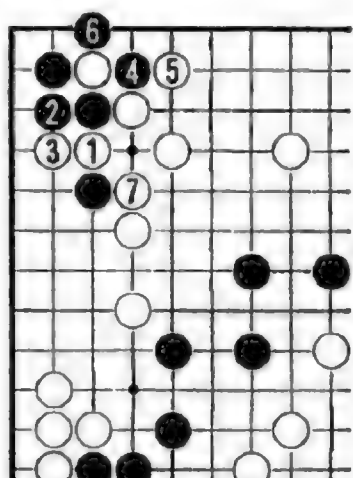
connect at 'b' (the presence of 38 makes 37 light) but will counter with 2 and 4 in Dia. 12.

White 50. Better to take the corner with 'c'.

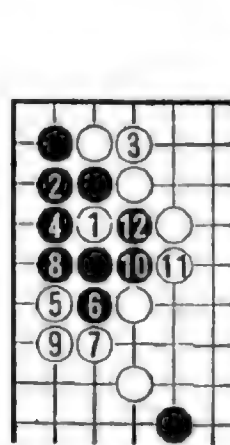
White 52. Still better to play 'c'. Rin expected Black to defend against the threat of 'a' with Black 'd'. White 'c' would have given White a promising game.

Black 53. Black seizes his opportunity to do something in the corner. Living there is worth over 30 points.

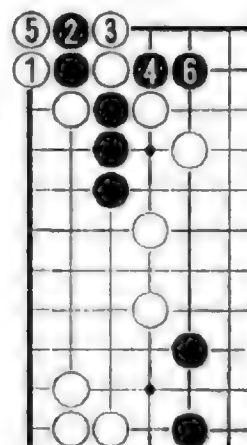
White 56. Not at 1 in Dia. 13, as Black lives



Dia. 13



Dia. 14

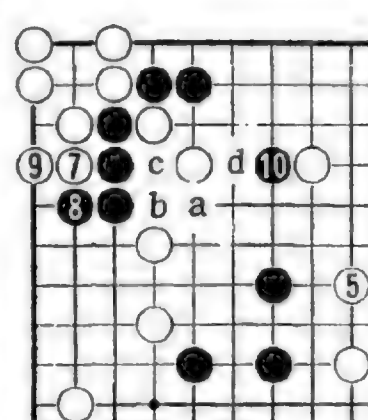


Dia. 15

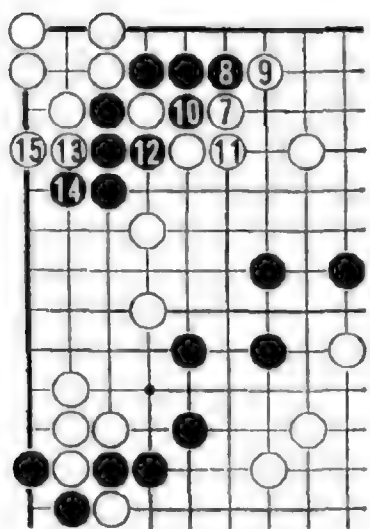
in sente. White could connect at 3 in Dia. 14, but Black again lives easily up to 12 and creates defects in White's wall.

White 58. White could attempt to capture Black with 1 in Dia. 15, but after 6 —

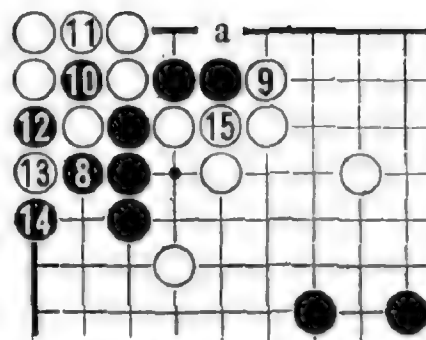
Dia. 16. White must live with 7 and 9. Black then attaches at 10, a very troublesome move. (Note that Black 10 at 'a' would invite a dangerous counter in White 'b', Black 'c', White 'd'.) There are many possibilities after 10, but none of them look good for White. However, instead of 7 —



Dia. 16



Dia. 17



Dia. 18

16: ko

Dia. 17. White could play more aggressively, with 7 here. After 8 to 12, White lives with 13 and 15, and Black seems to be in serious trouble. Therefore, instead of 8 –

Dia. 18. Black will block at 8 here and play a ko. White has plenty of ko threats (beginning with 'e' in the figure), so he won't want to compromise with 'a'. However, there could well be other complications, so Rin decided not to take any risks.

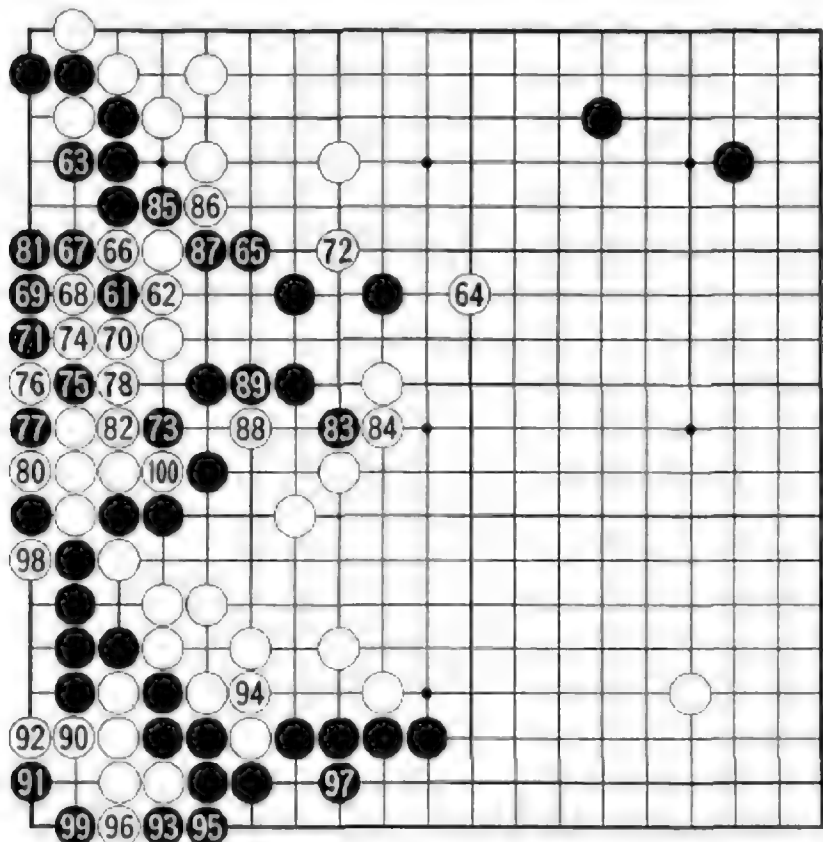


Figure 3 (61 - 100)

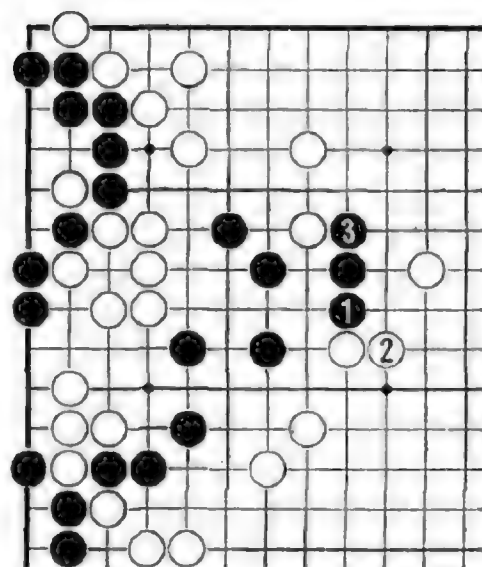
79: connects

Figure 3 (61 - 100). An enormous semeai

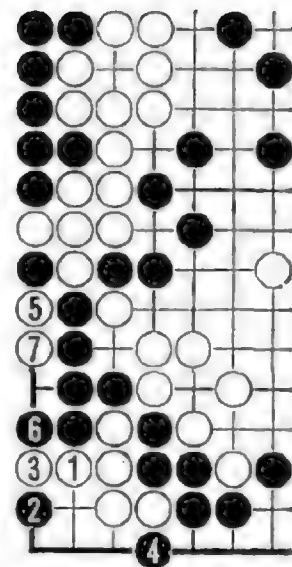
White 64. Now that Black has taken so much profit in the corner, attacking with 88 would be too small. Black would ignore him and play at 64 himself.

White 66. Black 65 aims at cutting at 86, but White hardly wants to defend on a dame point.

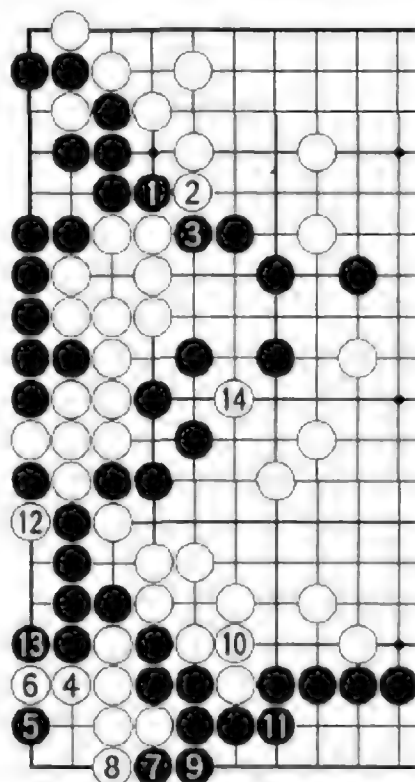
Black 71. The move that transforms this game into a tempestuous struggle. In effect, Black is ordering White to connect at 86 by denying him eye-shape on the side. Rin was startled by this move and promptly lost his temper. Normally,



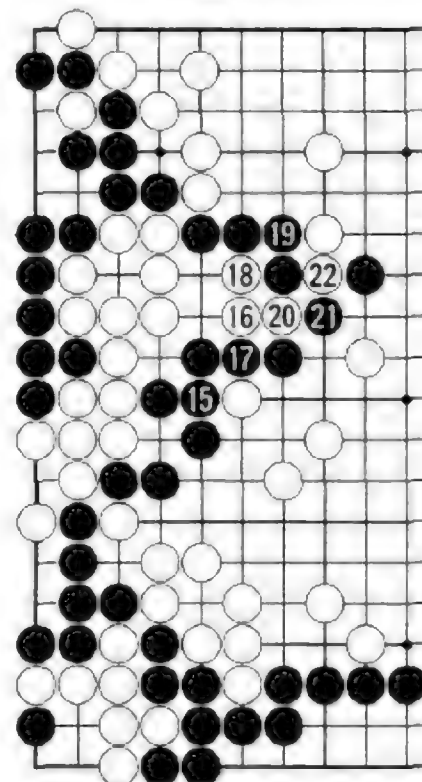
Dia. 19



Dia. 20



Dia. 21



Dia. 22

blocking at 71 would be considered White's privilege; if he docilely connects he loses four points.

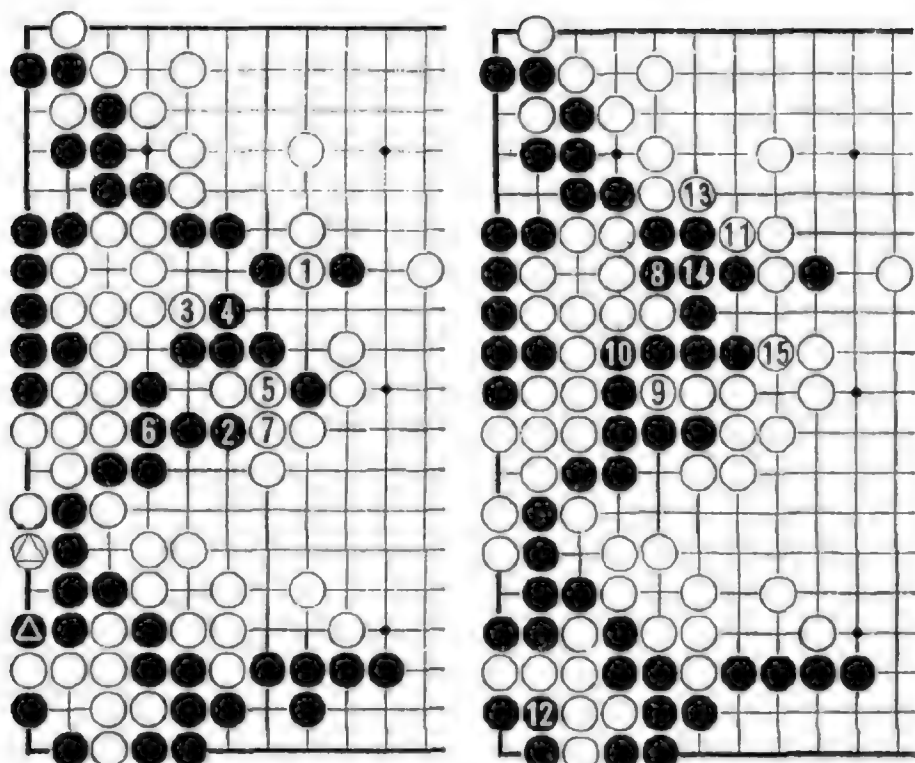
Black 73. Awaji is out to take the group. Rin expected him to defend with 1 and 3 in Dia. 19. White would probably then have no realistic option but to connect at 86, so Black should have followed this diagram.

White 76 is a surprising but very effective move. In contrast to the ordinary connection at 78, it increases White's liberties in the coming semeai. How it does this is shown in Dia. 20. When the semeai starts, White will play 1, forcing Black 2 and 4. After 7, Black has to take the white group off the board before he can fill in White's liberties.

Black 83. If Black starts the semeai immediately, with 1 and 3 in Dia. 21, the continuation to 13 is forced. White 14 is then very severe.

Dia. 22. If Black 15, White cuts off four black stones with 16 to 22. Black collapses.

That is why Black plays 83. With this stone in place, Black can answer 14 in Dia. 21 by connecting at 17 in Dia. 22, so White loses the cut. Takagawa (the referee) commented that 83 is a kind of



Dia. 23

Dia. 24

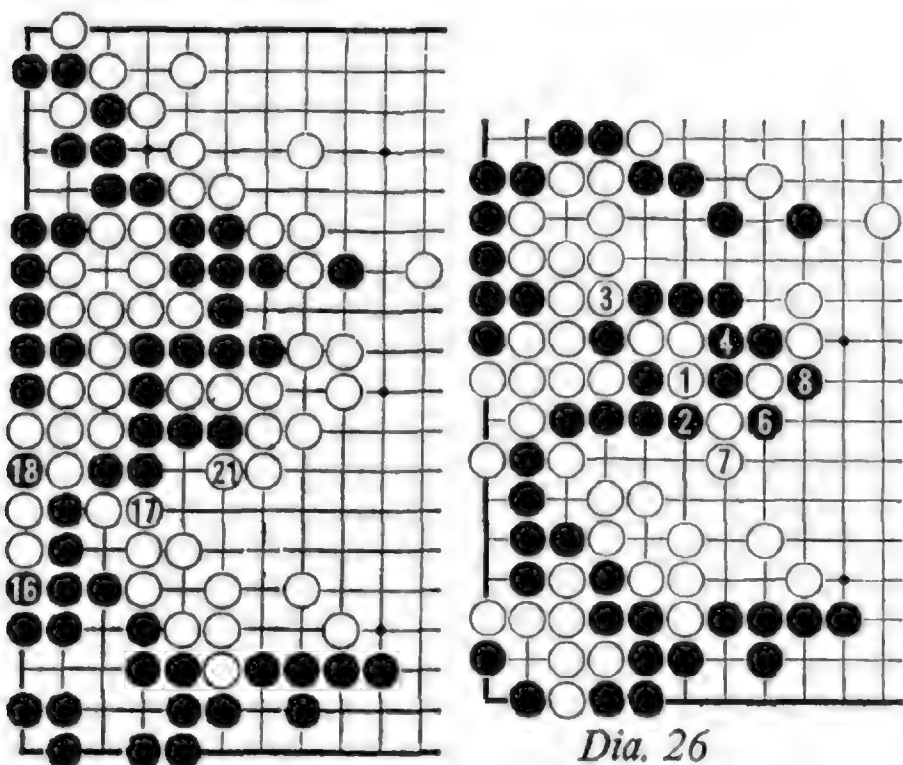
blindspot for professionals; like 76, it took the players following the game by surprise.

Black 85 and 87 now start the semeai. The continuation to 99 is inevitable, but then 100 is a mistake. The correct move is 1 in Dia. 23. After 2, White 3 is the vital point of this shape. After 7 (the marked exchange is also played) —

Dia. 24. Both sides fill in the liberties. . .

Dia. 25. And the result is a ko. Considering that White builds a thick outside wall and that he will be able to play two moves in exchange for giving up the ko, this result would give him a sure win despite the loss of the large group.

The reason why 100 is bad is that if a ko follows anyway, as it does in the game, adding a stone on the inside at 100 loses White points. More important, it spoils the squeeze on the outside that he gets in Dia. 25. This will become clearer later.



Dia. 25

Dia. 26

5: connects

19: captures; 20: above 16

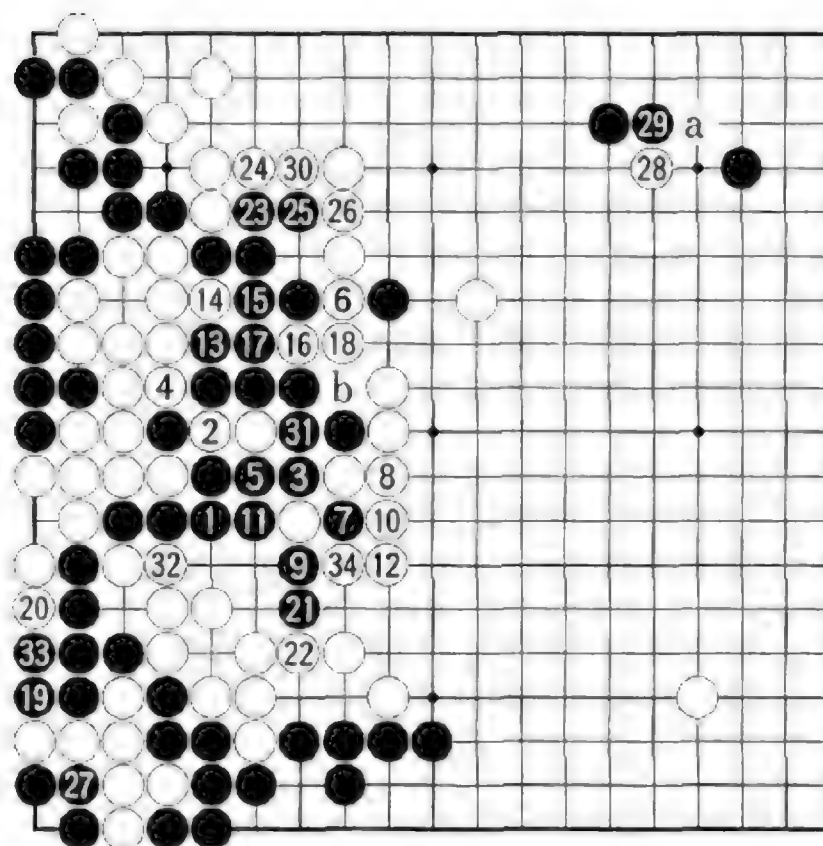
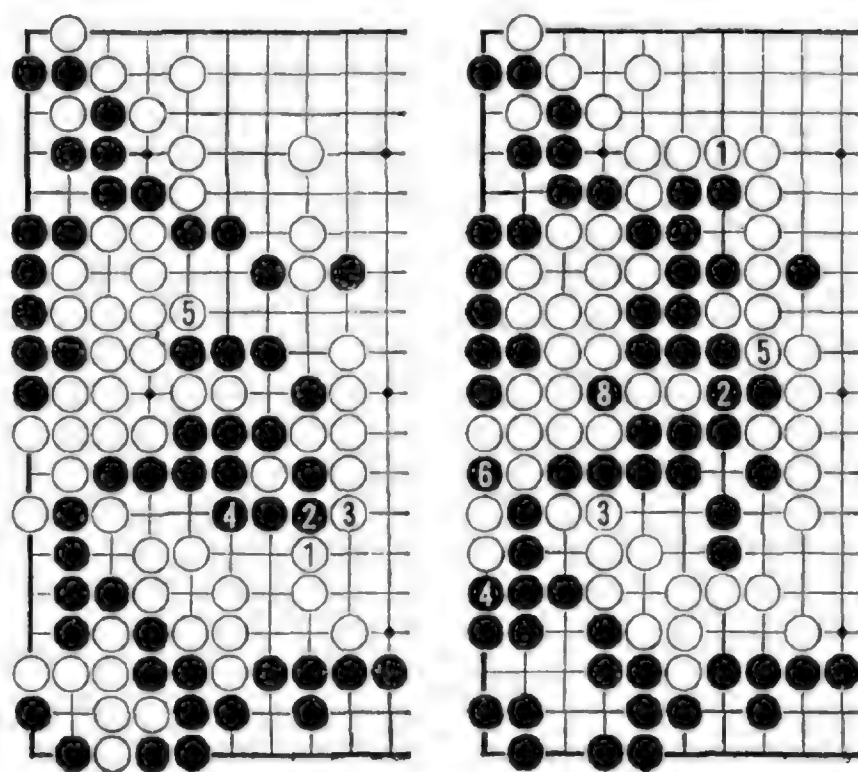


Figure 4 (101 – 134)



Dia. 27

Dia. 28 7: takes 6; 9 takes 8

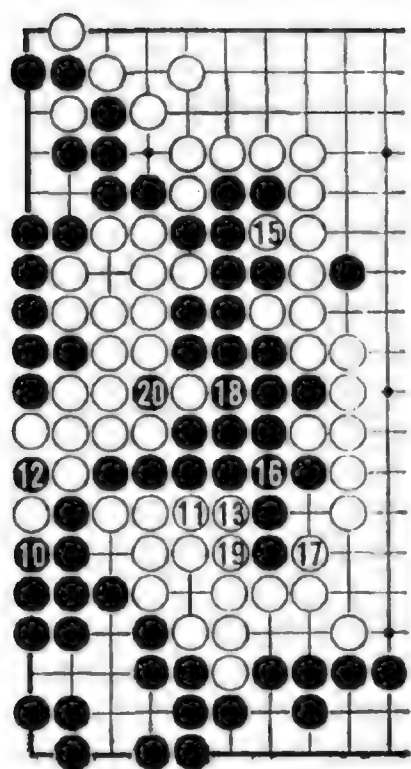
Figure 4 (101 – 134). White goes wrong.

Black 3 gives the same result as if Black had played at 5 first, but 3 gives White the opportunity to go wrong with 4 by following Dia. 26. White saves his group but loses his wall in the centre. He does not want this result.

White 6. White must make this cut now, so Black can capture a stone with 7 and 9. This is quite a contrast to the squeeze in Dia. 25.

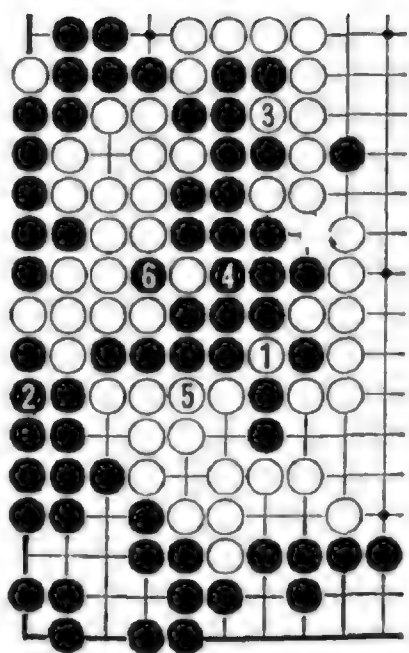
White 12. If White 1 in Dia. 27, White could get a seki, but he doesn't want one. He prefers to let his group die. He is basing his strategy on fighting the ko.

Black 27. We are now approaching the final stages of the semeai, but White soon makes a mistake. To demonstrate this, it is necessary to show what form the semeai should take. After the sequence shown in Dias. 28 and 29, a direct ko re-



Dia. 29

14: connects



Dia. 30

sults. If White retakes the ko after 20, he can capture Black immediately. White can afford to lose the ko, but Black can't. That means that Black can't answer any ko threat, and it is on this premise that White is basing his strategy.

White 28. Played to set up a ko threat at 'a'.

White 34 violates a basic principle of go. In a semeai you must fill in the liberties of the main body of the opponent's group first, which means playing at 'b'. Because of 34 —

Dia. 30. If White starts the ko after 1 to 6, then plays at ko threat (e.g. at 46 in Figure 5), Black now has time to answer (at 47). The reason is that when White recaptures the ko, Black can take the ko to the right of 1. In contrast to Dia. 29, White's ko capture does not threaten to capture Black immediately.

Figure 5 (135 – 160). *Waiting in suspense*

Black 47. Thanks to White's mistake with 34, Black has time to answer at 47. That makes 28 in the previous figure a bad move: White had expected to be able to connect at 47 after Black captured the ko. Having gone wrong with 34, White would prefer to have played 28 at 47, as that would produce more ko threats.

Black 49. Black would normally hane at 'a', but that would give White too many ko threats. Throughout this and the next figure, Black's freedom of action is limited by the threat of the ko: he has to avoid creating any enormous ko threats for White.

Black 51 makes the semeai an approach-move ko, which takes a lot of the pressure off Black.

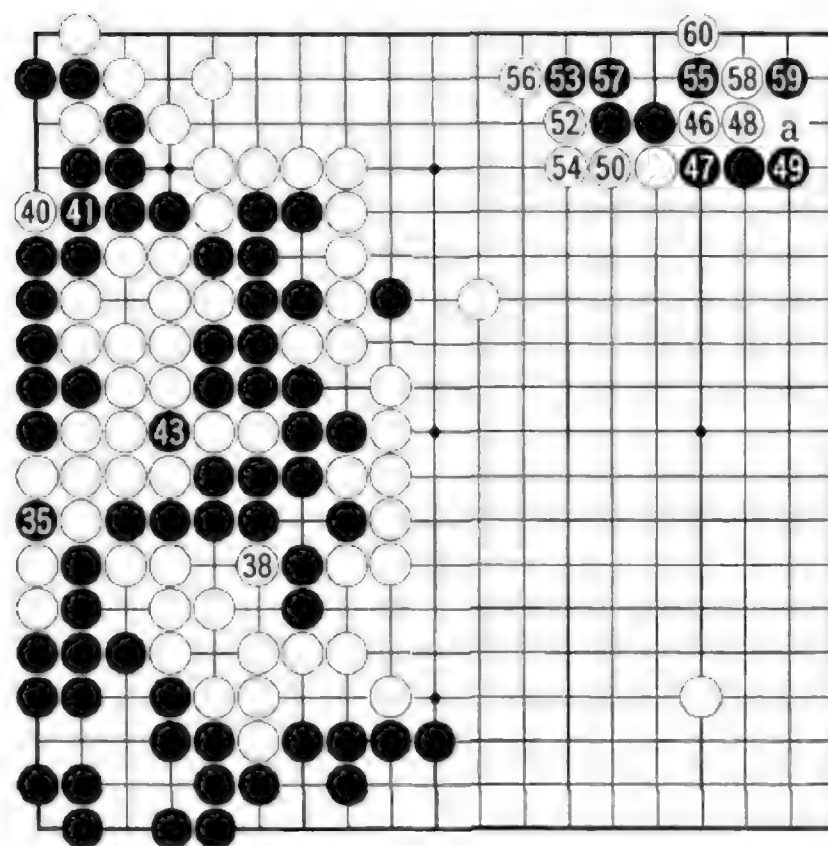


Figure 5 (135 – 160)

36: retakes; 37: two spaces below 35; 39: at 35; 42: ko; 44: retakes; 45: ko; 51: connects the ko.

All the same, he is in constant suspense as to when White will start the ko.

Figure 6 (161 – 200). *Black leading?*

Black 75. The game is now very close, but if anything White has to try harder.

Black 89. Black would like to play 89 at 93, but after White 91, Black 'a', White would have too many ko threats against this group.

White 96. If at 'b', Black 3 in the next figure will be sente.

Figure 7 (201 – 246). *Awaji's fatal error*

Black 9. Big, but connecting at 10 would be more solid.

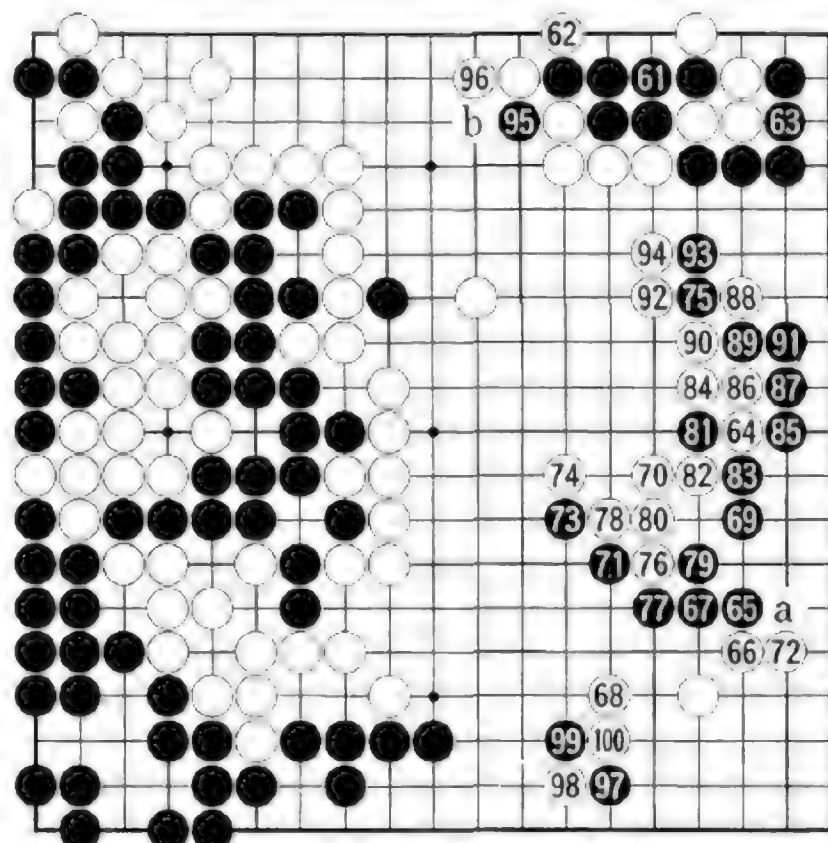
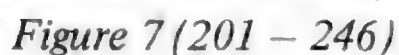


Figure 6 (161 – 200)



Black 13 defends the cutting point at 'a'.

Black 17. Black can't let White get a direct ko with White 24, Black 17, White 44. If he did, Black would not be able to answer White's ko threat at 46, but that would lose him the game.

White 26. Even a ko threat this small is big enough. Black would lose if he permitted White to play Dia. 31.

Black 35. Black can't permit White 35.

White 46. Black can't answer this threat, so he loses. When White captures at 'c', Black can capture at 37, but this is smaller. White can defend at 'd' in sente, then switch to 'e', which would put him ahead on the board.

This was an extremely complicated game and it has taken a very detailed commentary to do justice to it. Awaji fully lived up to his reputation for unbridled aggression and he came within an ace of flooring the champion. He must have been disappointed to lose, but at the same time must have been encouraged to find that he could make a good showing at this level of play.



Time taken. White: 8 hours 52 minutes

(Adapted from a commentary in 'Igo'.)

White: Awaji Shuzo

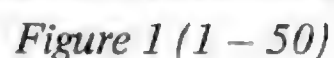
Played on 30, 31 May 1984 at Miasa Spa, Tottori prefecture.

Commentary by Takemiya Masaki 9-dan.

White 2 – 10. Mimic go from Awaji was quite unexpected. His fellow disciple Izumitani 6-dan swore that he would disown him if he continued with it.

White 26 is unusual (the joseki is to play 28 immediately). The result to 43 seems reasonable. White's strategy has succeeded in that he has kept sente so that he can go back to 44 at the top.

White 48. Awaji must have considered this point more urgent than the joseki extension to 'a'. Black 'b' or 48 would in fact be severe.



- 21 -

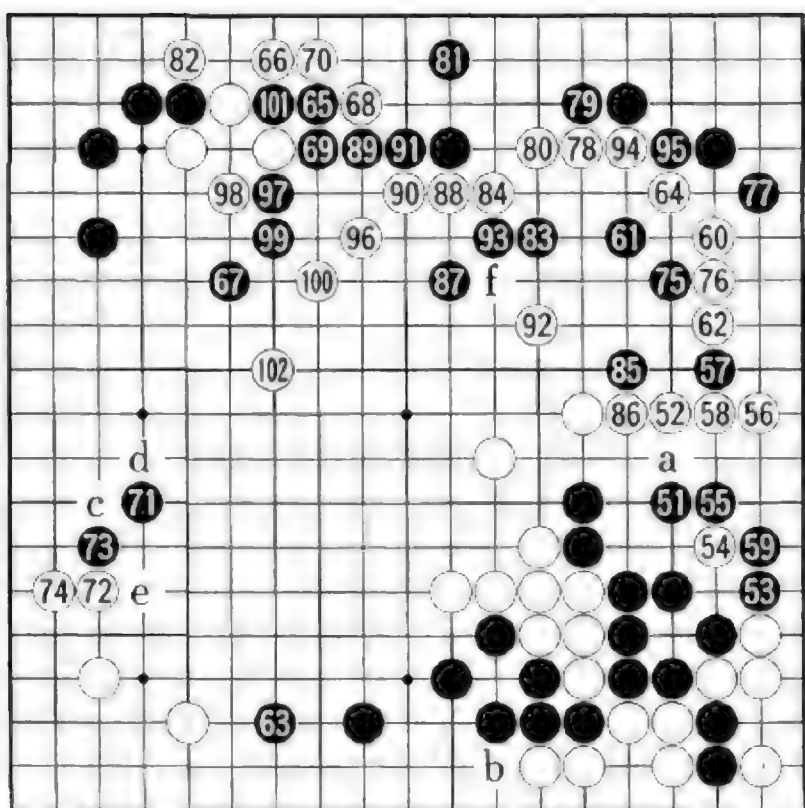
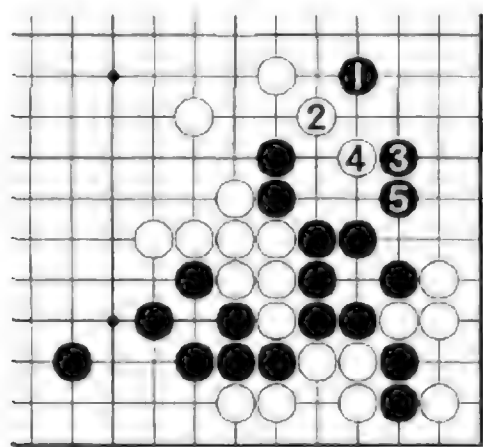


Figure 2 (51 - 102)



Dia. 1

Figure 2 (51 - 102). Going for the centre

Black 51. Too slow for Takemiya's taste. He would have preferred to play 1 etc. in Dia. 1. Black is prepared to sacrifice two stones there if necessary. Another possibility would be 51 at 'a'. After the game, Rin admitted that he fell behind in the sequence from 52 to 60.

White 62 and 64 look natural, but Awaji criticized the timing. White should play at 64 first; if Black defends at 78, he could then play 62 and look forward to exploiting the thinness in Black's shape later. Because he changed the sequence, Black seized the opportunity to ignore both moves. (The idea presumably is that if White plays 64 first, Black will answer at 78 so that his initial move at 61 achieves its objective of making White defend on the side.)

Black 63 is a superb extension. If White had played 63, Black would have been virtually forced to defend at 'b'.

White 64. If White had realized that Black was going to tenuki, he could have switched 64 to 68. White 62 and 64 make up for Black 51; the position is level again.

Black 67, the sealed move, was unexpected — so unexpected that the referee, Ishii Kunio 9-dan, had trouble finding it when he opened the envelope containing the game record with the sealed move the next morning. Most players had predicted Black 69.

Awaji spent 93 minutes on 68. He would have loved to extend to 'c' on the left side but, being an attacking player himself, he probably couldn't accept the risk of his own group at the top coming under severe attack.

Black 71. With 63 in place, Black 72 is also attractive, but White would be bound to counter-attack at 'd'.

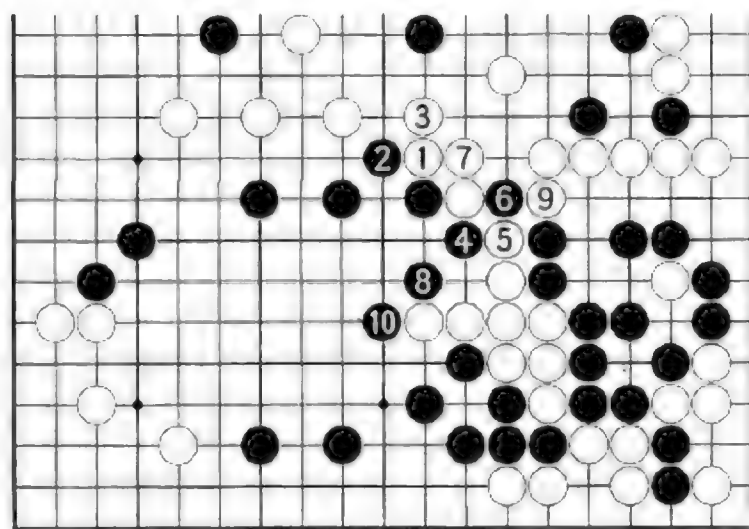
White 74. White 'e' is not interesting, considering the solidity of the black group at the bottom.

Black 75 and 77 are aggressive. The conventional move would be Black 78, but perhaps Rin felt that he was behind. Black 77, of course, defends against White 95 etc.

White 82. White 99 also looks reasonable. Playing White 83 might even be possible.

Black 85 defends against the threat of White 'f' later (after 87).

White 96 - 102. A very bold strategy. White plays as if to seek life with 98, but his real intention is to take a large centre. His opponent fell for it. Rin: 'I got flustered. I should have played 101 at 102.'



Dia. 2

Figure 3 (103 - 150). Awaji fails to follow through.

Black 3. Black 4, permitting White 3, would probably lose.

Black 7. If Black 18, White 13 takes the centre. If instead 7 at 19, White counters with 'a'.

White 8. This move was much criticized, as it lets Black save his centre stones with 9 to 19. Takemiya and others commented that White could

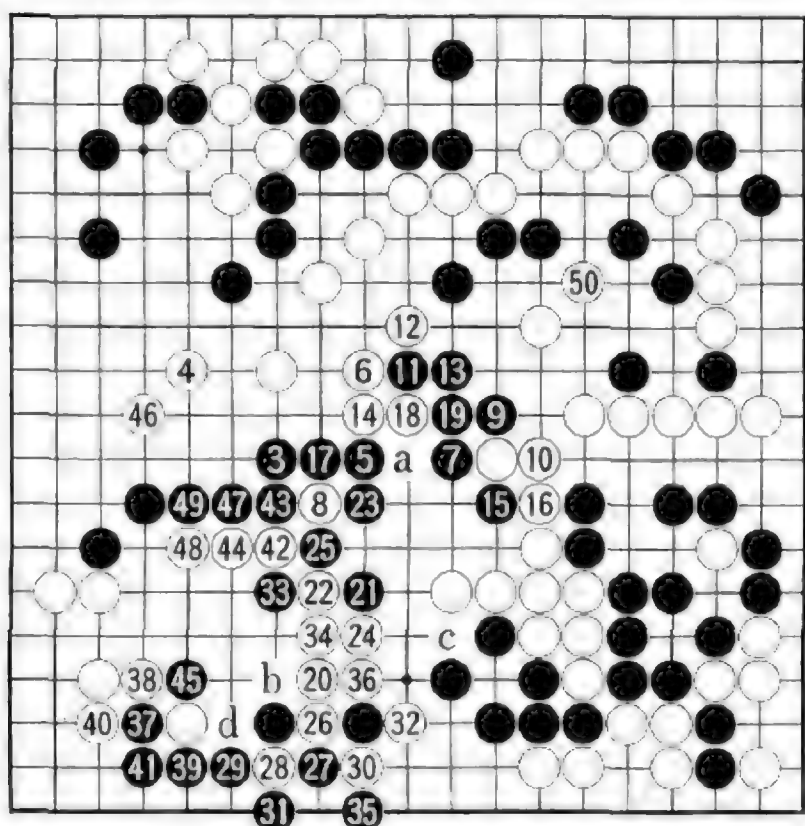
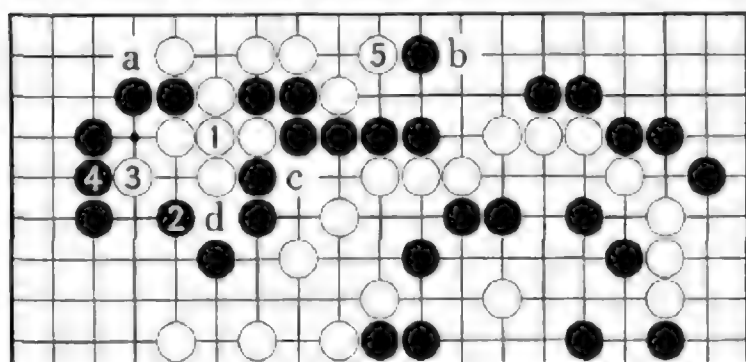


Figure 3 (103 - 150)



Dia. 3

have saved the centre with 1 and 3 in Dia. 2. After the game, however, Awaji pointed out that Black continues by building thickness with 4 to 10, which he did not like.

White 14 at 17 would be bad because of Black 14.

Black 15, defending against White 'a', is a clever move.

White takes some compensation with 20 to 32, but it doesn't seem to be quite enough to balance the books. Note that Black could have saved his bottom group by playing 29 at 30, followed by White 'b', Black 'c'; he rejected the sequence as too weak-spirited.

White 42 and 44 aim at White 'd'.

White 50 is a slip. This would be an ideal opportunity to play 1 in Dia. 3 in an attempt to live at the top. If Black 2, White plays 3 and 5, posing Black a very difficult problem. If next Black 'a', White plays 'b'; he also has the threats of 'c' and 'd', so Black would probably be unable to kill him.

Figure 4 (151 - 200). *Rin slips up.*

Black shrewdly switches to 51 to 55, ignoring

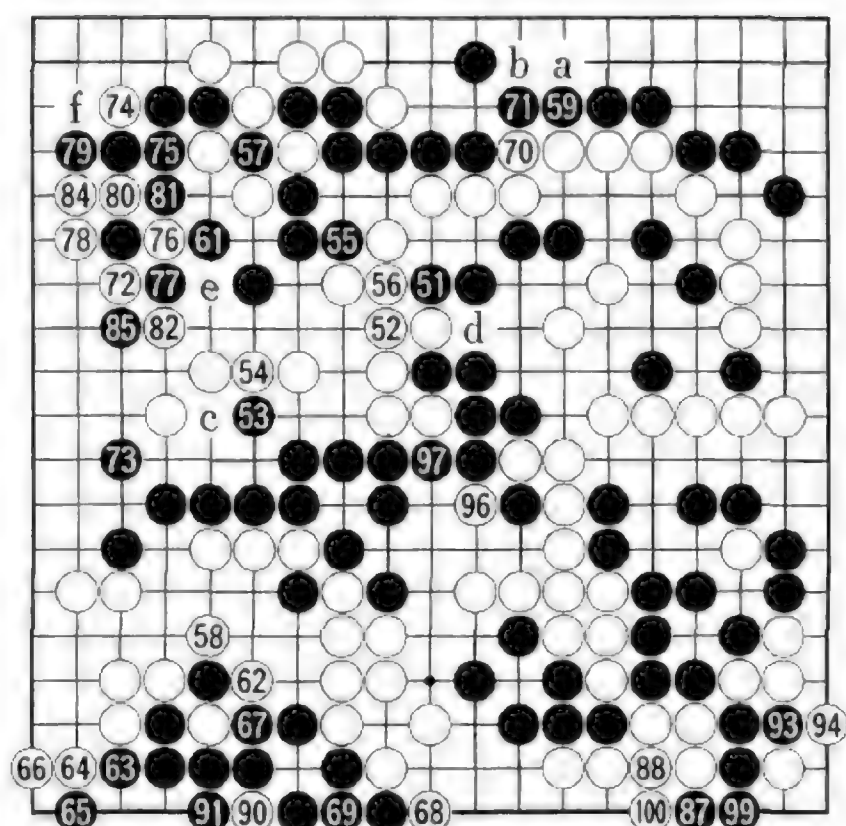
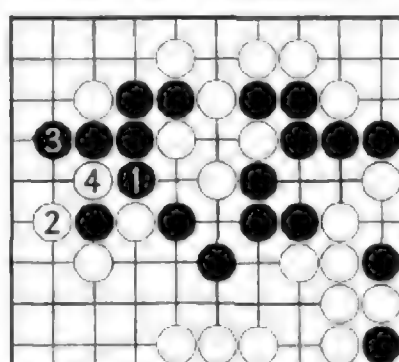
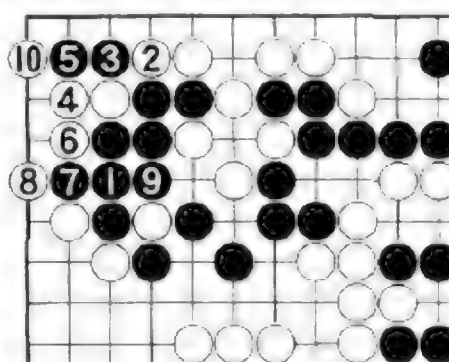


Figure 4 (151 - 200)

60: ko; ko (left of 76): 83, 86, 89, 92, 95, 98



Dia. 4



Dia. 5

the peep. He then captures at 57, provisionally 'killing' the group. Awaji was upset: he had been looking forward to living at the top, so he now thought that the game was lost. Still, he kept on fighting.

Black 59 eliminates bad aji: White can no longer aim at White 59, Black 'a', White 'b'.

Black 73. If Black answers White 72 directly, White will probably have a go at capturing the black group below, beginning with White 'c'.

White 74. A guerrilla attack from behind the enemy lines.

Black 77. The losing move (Rin was already in his last minute of byo-yomi). If Black 1 in Dia. 4, Black could tenuki after White 4; switching to 'd' in the figure would give him the game.

Black 79 is forced. If at 1 in Dia. 5, White secures life with 2 to 10.

Black 81 is forced, so White is able to give atari at 82.

Black 83. Better at 'e'. White 84 creates the threat of White 'f'.

Black 85. Another mistake: Rin is going to pieces in byo-yomi. Black does not have enough ko threats to win the ko.

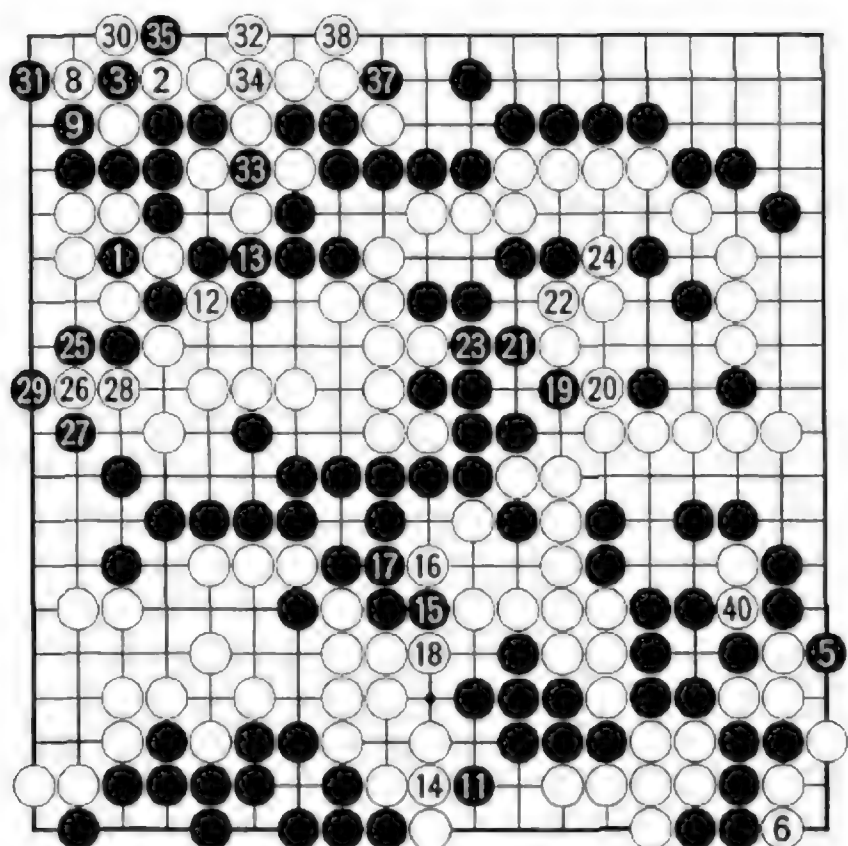
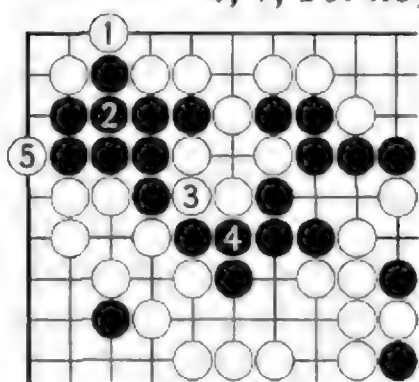
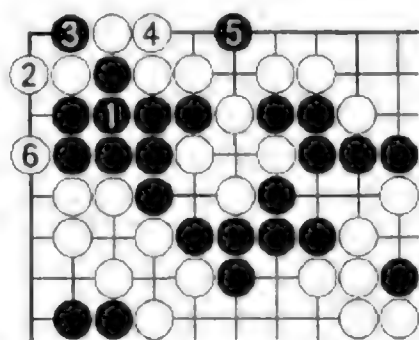


Figure 5 (201 - 240)

4, 7, 10: ko; 36, 39: ko



Dia. 6



Dia. 7

Figure 5 (201 - 240). Awaji's first win

Black 11. Black finally runs out of ko threats. After White 12, Black must defend at 13. If omitted (in favour of Black 14), White links up his corner group with 1 to 5 in Dia. 6. In retrospect, it becomes apparent that Black should have played 11 at 12, though that would not have made any difference to the result.

White 30 conceals a trap. If Black connects at 1 in Dia. 7, White links up underneath with 2 to 6. Right up to the end, this corner is a headache for Black.

The ko after 36 is more than Black can bear. When White plays 40, he refuses to prolong the agony any longer.

Before the title match began, Awaji was very pessimistic about his chances, commenting: 'The difference in strength is too great.' This win, his first in a two-day game, must have boosted his self-confidence.

Hashimoto Uтарo, who came up from Osaka to see the game, was impressed with Awaji's play, especially with his centre strategy from 96 on (in Figure 2). He commented that Awaji's play had a kind of unique forcefulness and that he seemed to

be in peak form.

At one win each, the match had just started to get interesting.

Black resigns after White 240.

White: 8 hours 59 minutes

Black: 8 hours 59 minutes

('Kido', July 1984, with reference to the Mainichi commentary.)

Game Three

White: Rin Kaiho

Black: Awaji Shuzo

Played on 7, 8 June 1984 at Gero Spa, Gifu prefecture. *Commentary by Rin Kaiho.*

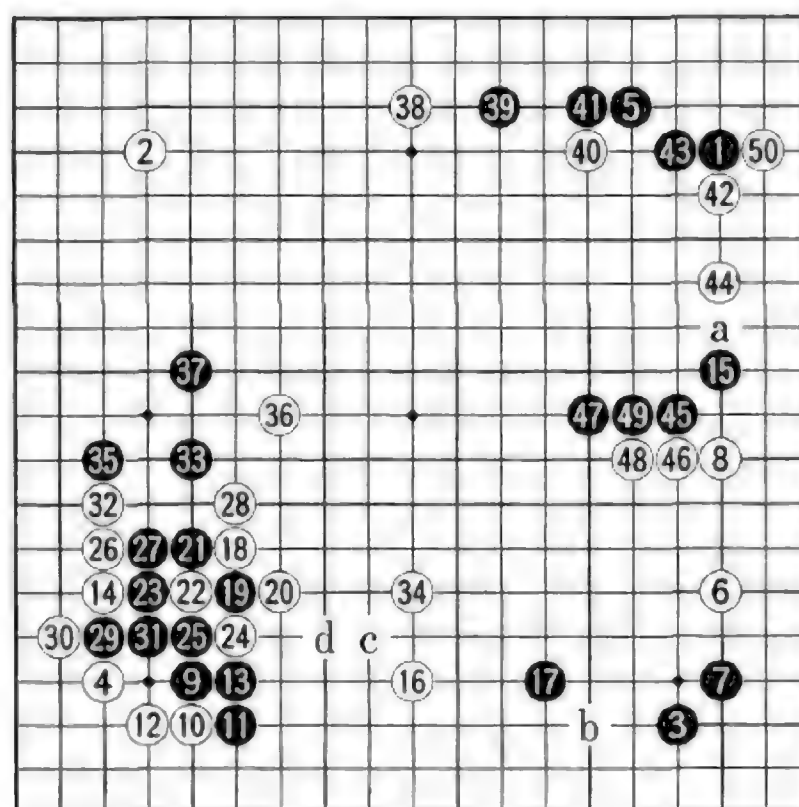


Figure 1 (1 - 50)

Figure 1 (1 - 50). Acting contrary

Black 15. Black 16 is of course the joseki, but Black does not want White to extend to 'a'.

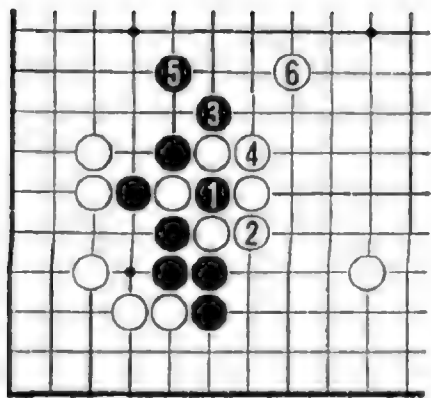
Black 17. Essential - White 'b' next would be an excellent point.

White 18. White rejects the conventional idea of jumping to 34 in favour of building up his left-side moyo. As this opening shows, aggressive players are as much concerned with frustrating the opponent's strategy as with taking good points for themselves.

Black 19 is another painstaking move. The simple alternative is to move out with the shoulder-hit of 'c', but that would make it too easy for White.

Black 27 looks slow but is actually a good move. Black avoids Dia. 1 because it helps White to build thickness.

Black 29 is also very solid, since White cannot



Dia. 1

really cut here. Black wants to strengthen himself so that he can attack on the right.

Black 33. If at 'd', White will tenuki, playing at 33 or one space to the left. Note that White cannot try to cut off 33 because of his bad aji in the corner. The opening fight comes to a conclusion with 37. The result seems even.

White 40 – 44. White overreaches himself. This sequence lands him with two weak groups and lets Black make a severe counterattack with 45.

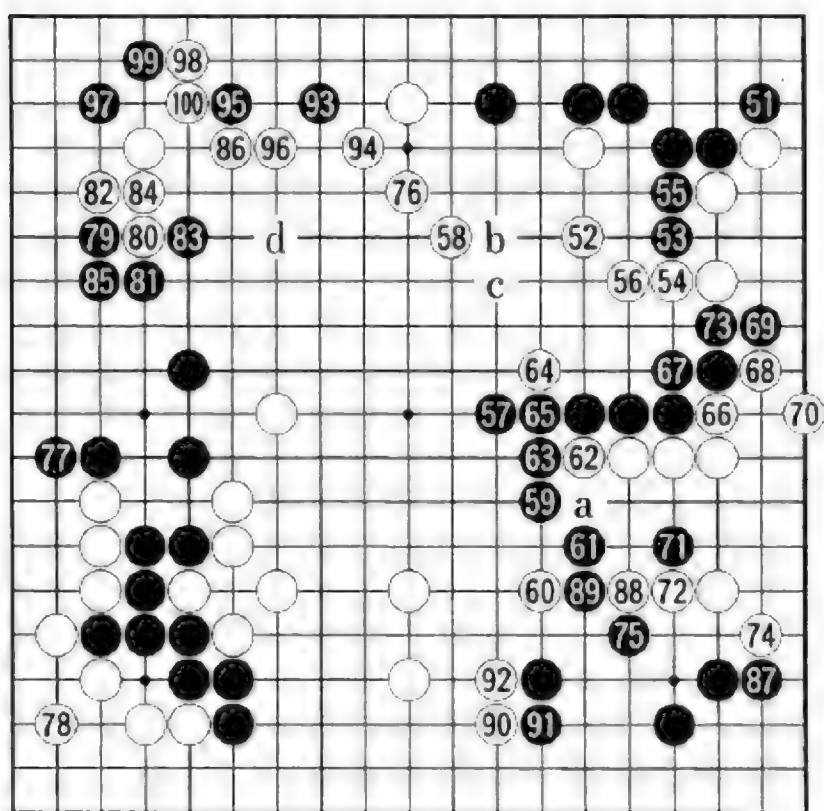


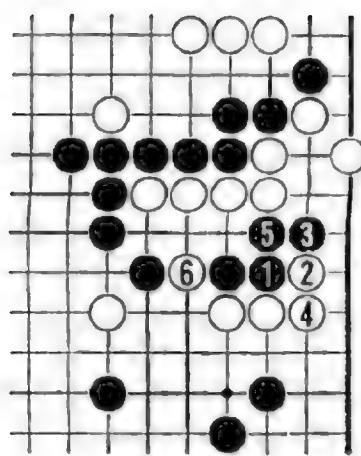
Figure 2 (51 – 100)

Figure 2 (51 – 100). *Black misses a chance.*

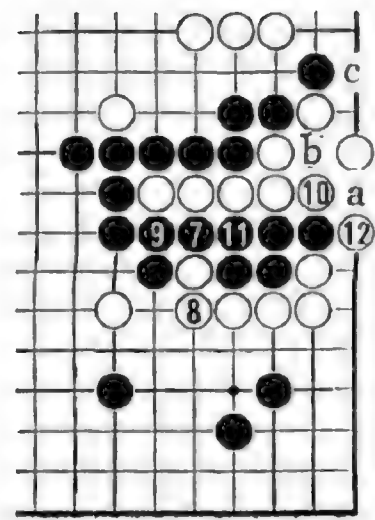
Black 53 (the sealed move) is not the best way to attack. Instead, Black should turn at 62; if White answers at 'a', Black plays 59, forcing White 61, then makes a severe attack at 'b'. White would have a tough time extricating himself.

Black 55 is aji-keshi (erases aji). Helping White to strengthen himself with 56 hurts Black later.

Black 57. Turning at 62 as a preliminary to capping at 'b' no longer works well. The addition of 56 means that White could easily save himself by attaching at 'c'.



Dia. 2



Dia. 3

White 72 is a strong counterattack. If Black plays 1 in Dia. 2, White counters with 1 to 6, then –

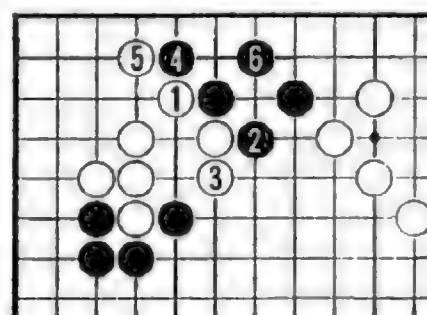
Dia. 3. Black 7 etc. are no threat if White answers correctly with 10 (if 10 at 11, Black captures him with Black 'a', White 'b', Black 'c').

White 76. Since he settled his group on the bottom right in sente, White has time to secure this group as well. Black's error in strategy with 53 and 55 has let White get away with his risky play with 40 to 44 in Figure 1. That makes the game very close.

Black 87 is slack. Black must invade at 93 at the top before White's territory there gets too big.

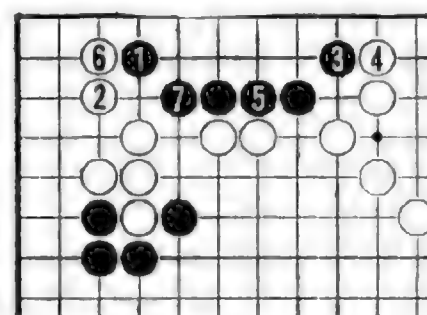
White 90 is slack for the same reason as Black 87: White should enclose the top with 'd'.

White 96. White is afraid of the ko in Dia. 4 as Black has better ko threats.



Dia. 4

Black lives up to 3 in the next figure, but the result is just a little inadequate for him. Instead of 97, it would have been better for him to follow Dia. 5



Dia. 5

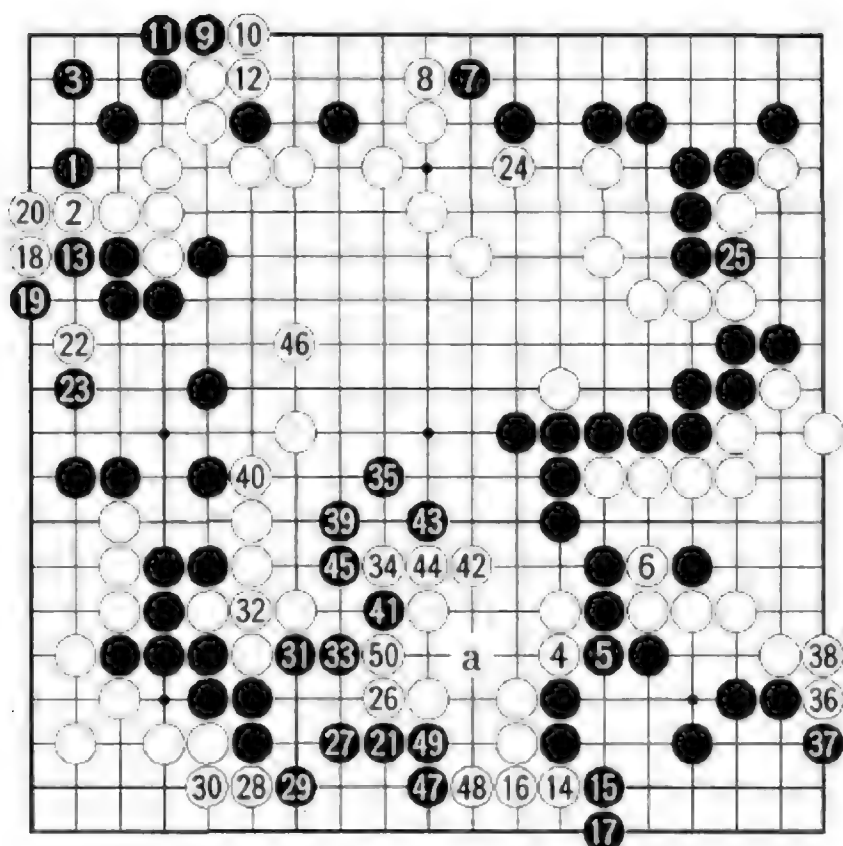


Figure 3 (101 - 150)

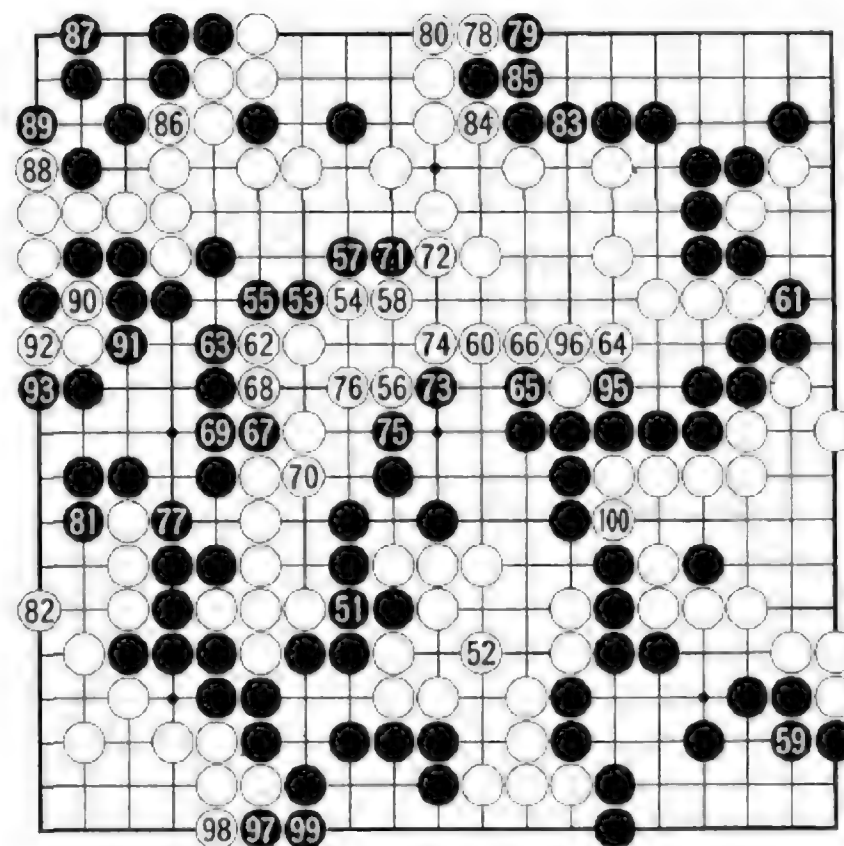
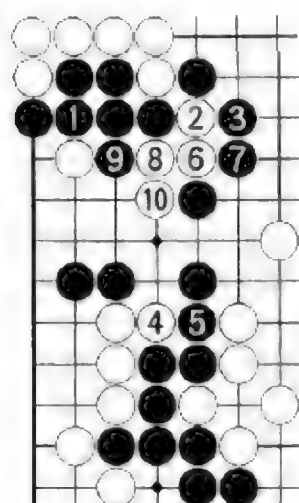


Figure 4 (151 - 200)

94: connects



Dia. 6

Figure 3 (101 - 150). Black's last attack

Black 13. Black 16 would be a little bigger.

White 22. A clever move. Resisting leads to disaster - see Dia. 6.

Black 39 and 41 cause the last stir of excitement. White seems to be in trouble when he is cut in two, but Rin has it all read out.

Black 47. If at 'a', White blocks at 49 and lives.

Figure 4 (151 - 200). Peaceful yose

Black 61. Black 64 would upset White more.

Figure 5 (201 - 240). Rin takes the lead.

For these two players, this was a relatively peaceful game. Awaji had chances to win, but he failed to attack Rin's weak groups with sufficient severity. The latter's skill at shinogi stood out.

White wins by $2\frac{1}{2}$ points.

Time taken. White: 8 hours 54 minutes

Black: 8 hours 49 minutes

(Adapted from a commentary in 'Igo', Sept. 1984.)

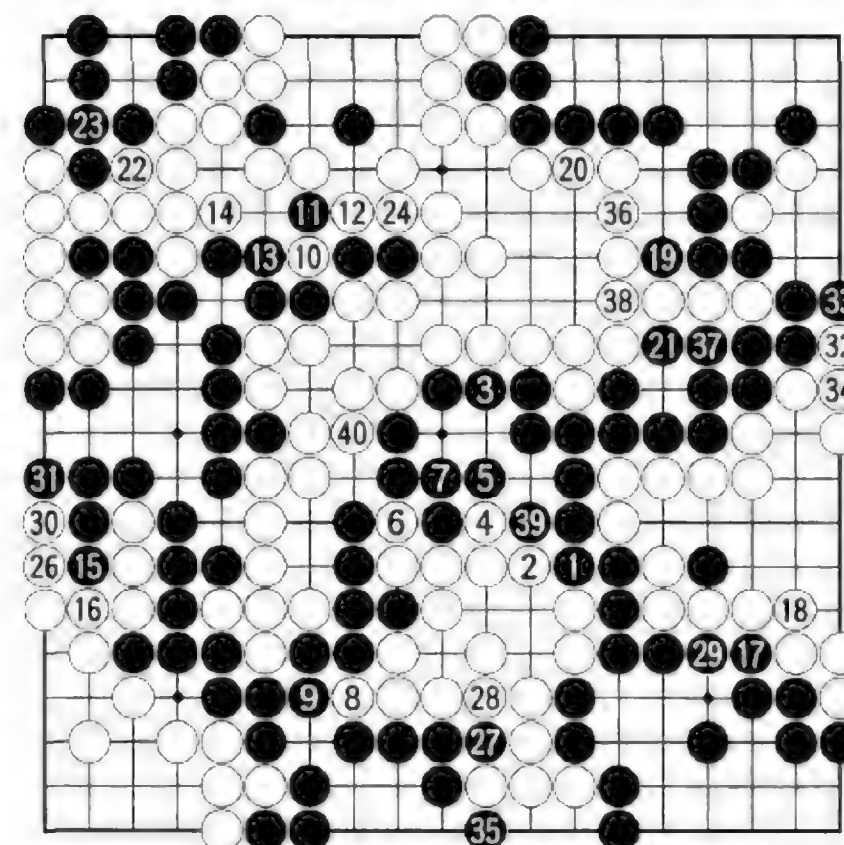


Figure 5 (201 - 240)

25: connects

Game Four

White: Awaji Shuzo

Black: Rin Kaiho

Played on 20, 21 June in Sapporo.

Adapted from a commentary by Kobayashi Koichi.

Figure 1 (1 - 50). An error in strategy

White 2 and Black 3 are known as the 'fighting 3 - 4 points', as they glower at each other. Making an approach move at 5 is considered essential.

White 6. Making this splitting move (wariuchi) instead of a pincer is unusual. White wants to play a leisurely game.

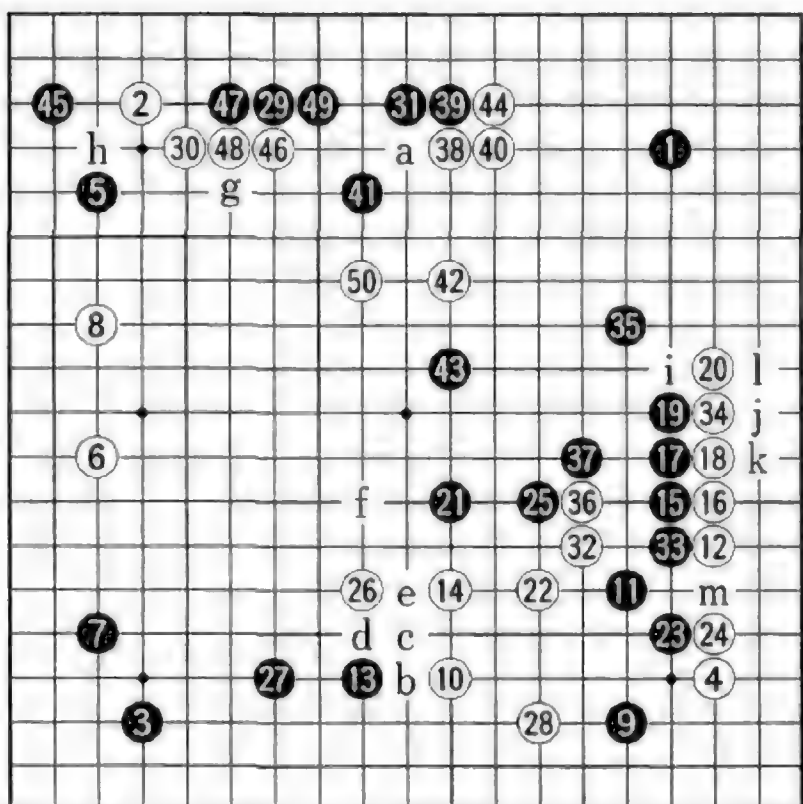
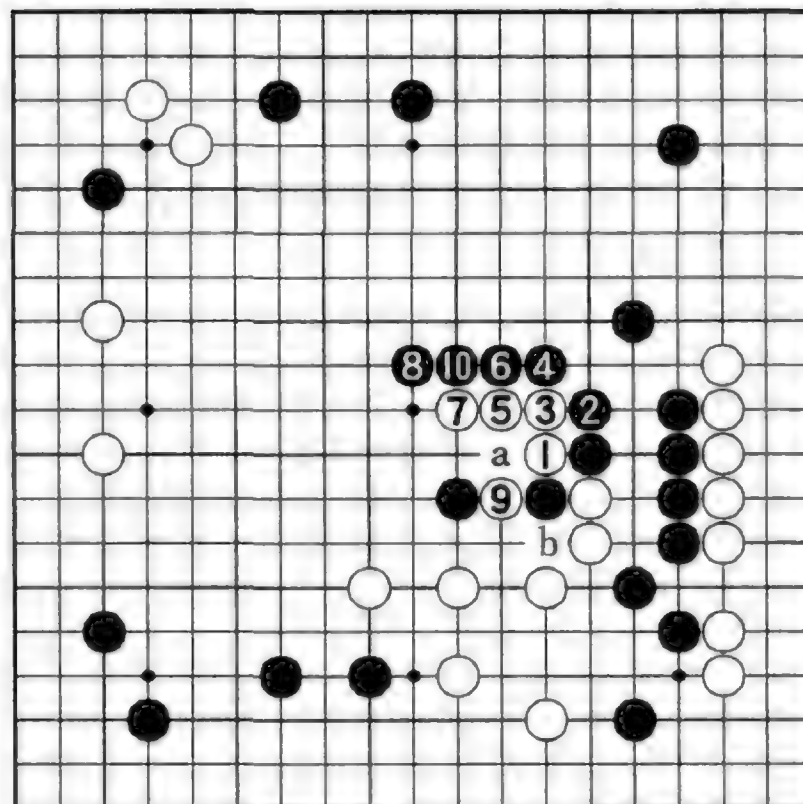
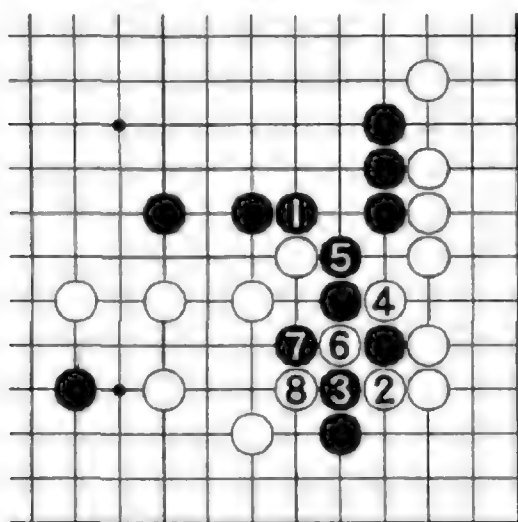


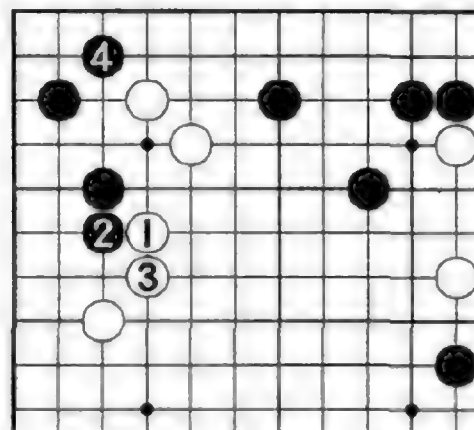
Figure 1 (1 - 50)



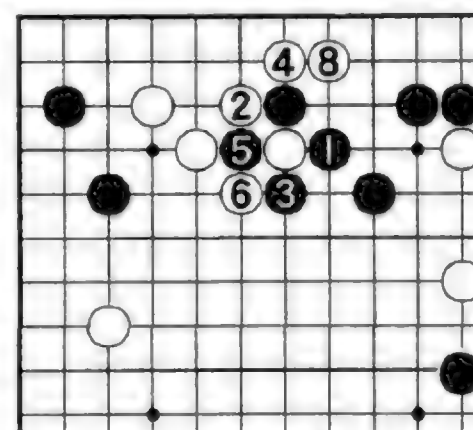
Dia. 2



Dia. 1



Dia. 3



Dia. 4

7: connects

White 16 continues in the spirit of 6 and 8.

White 28. The only move. If omitted, in favour of 'a' at the top, for example, Black will attack his base with 28. White would then have to play 'b' to defend against Black 'c'; Black 'd' and White 'e' would then follow, after which Black could continue the attack with 'f'.

Black 29 is natural. Exchanging Black 'g' for White 29 would be bad, for it would make White 6 and 8 work very effectively.

White 32 did not meet with approval from Awaji's fellow professionals. The conventional move is White 'h', and Awaji later admitted that he should have played there or perhaps at 'i'.

Black 33 is a calm answer. If at 1 in Dia. 1, White can get a ko with 2 to 8.

White 34 is necessary, as Black threatens to start a ko after Black 34, White 'j', Black 'k', White 'l', Black 'm'. After 34, however, White has in effect exchanged 34 for 35, an exchange for which Black is grateful. He would be glad to play 35 even without being prompted to do so by White.

Black 37. Black is not worried about the cutting point left behind. If White cuts immediately, at 1 in Dia. 2, Black pulls back at 2 and no blood is spilt. If White persists with 3 etc., he only helps Black to build thickness and thus makes it even harder for him to invade the top area. Note that 3 at 9 would be terrible because of Black 'a', White 'b', Black 5.

White 38. It's do or die for Awaji. However, Black 43 works perfectly, blocking White's way out and defending the cutting point below.

White 46. If at 1 in Dia. 3, Black lives easily. Black 4 also offers support to the group on the right. With 46, White is hoping for Dia. 4, but Black won't make things this easy for him. Black 47 and 49 give White the least help in settling his group.

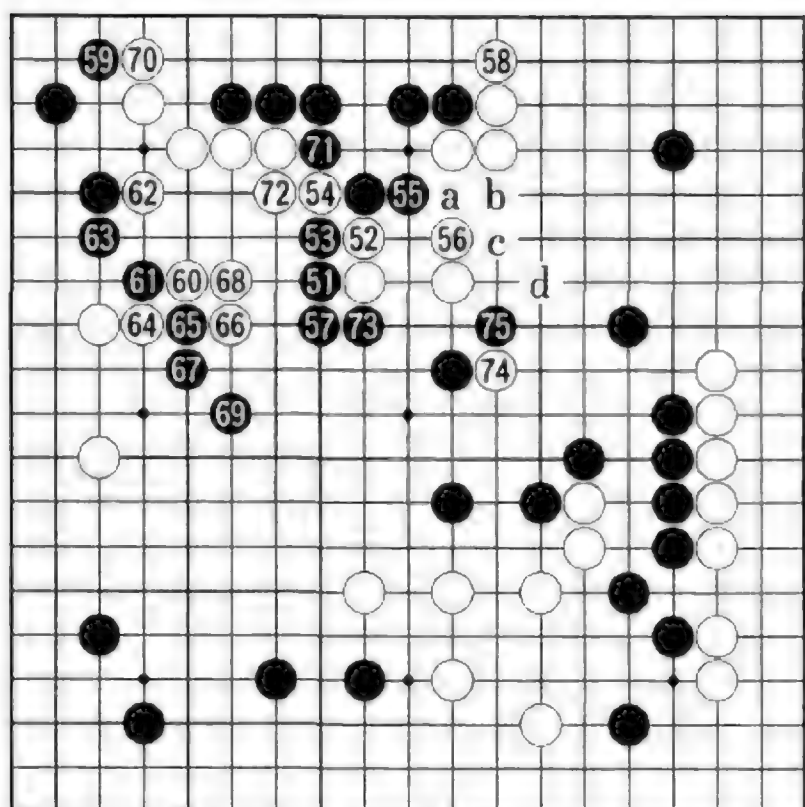
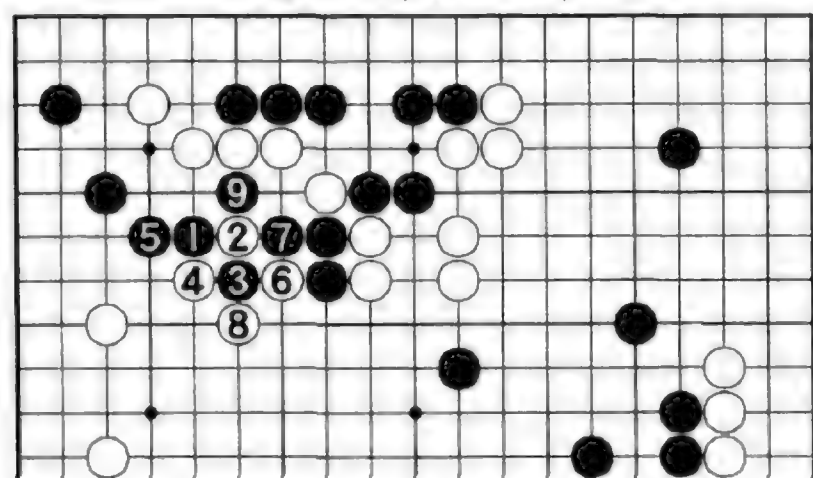


Figure 2 (51 - 75)



Dia. 5

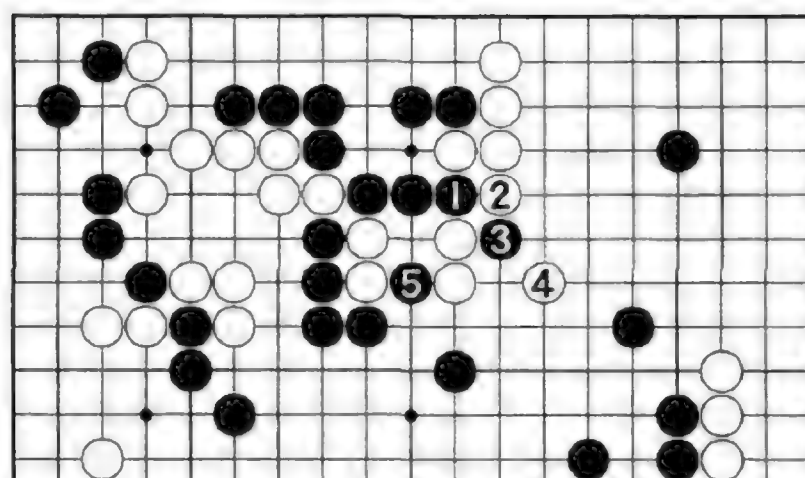
Figure 2 (51 - 75). Showdown

Black 51 is very severe. Simply making a kosumi at 53 also looks good enough, but Rin chooses the most aggressive move. White is doing badly, so he can't flee from the fight.

Black 57. The sealed move. Rin also briefly considered Black 61 (White would answer by attaching at 60) and spent more time analysing Black 1 in Dia. 5. The players concluded that a ko after 2 to 9 was unavoidable, and Awaji commented that since he was doing badly he would welcome the ko fight.

White 58 defends against the cut: if Black 'a', White 'b', Black 'c', then White can get a geta with 'd'.

Black 61 and 65 are severe. A difficult semeai follows. Black 73 aims at the sequence in Dia. 6. White tries to defend indirectly with 74: simply defending against the cut at 'a' is not enough as he is behind in territory. His only hope is to make a fight of it. Black in turn has to answer aggressively with 75 to keep up the pressure on White.



Dia. 6

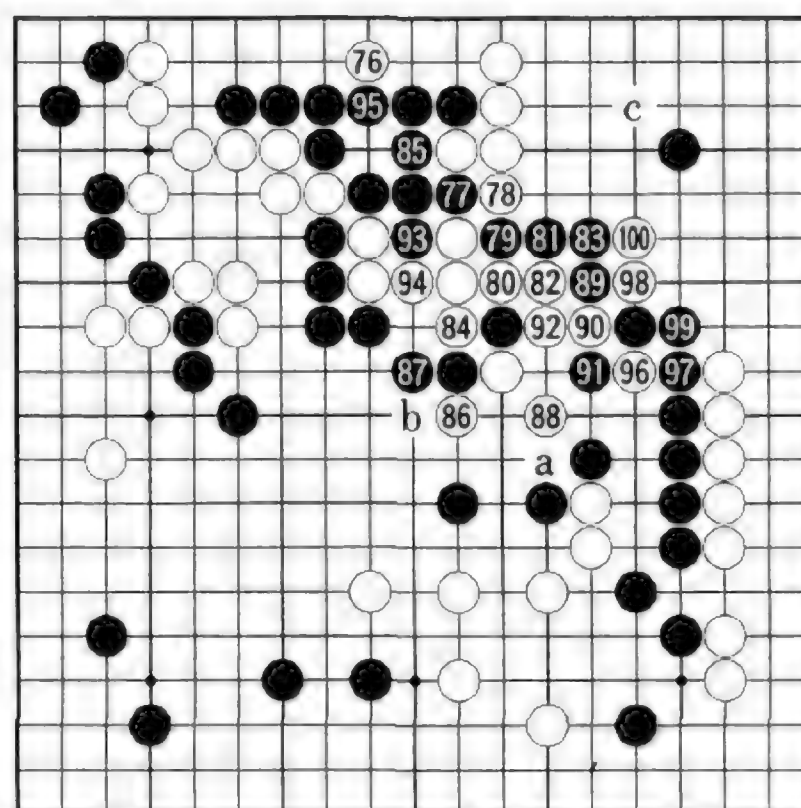
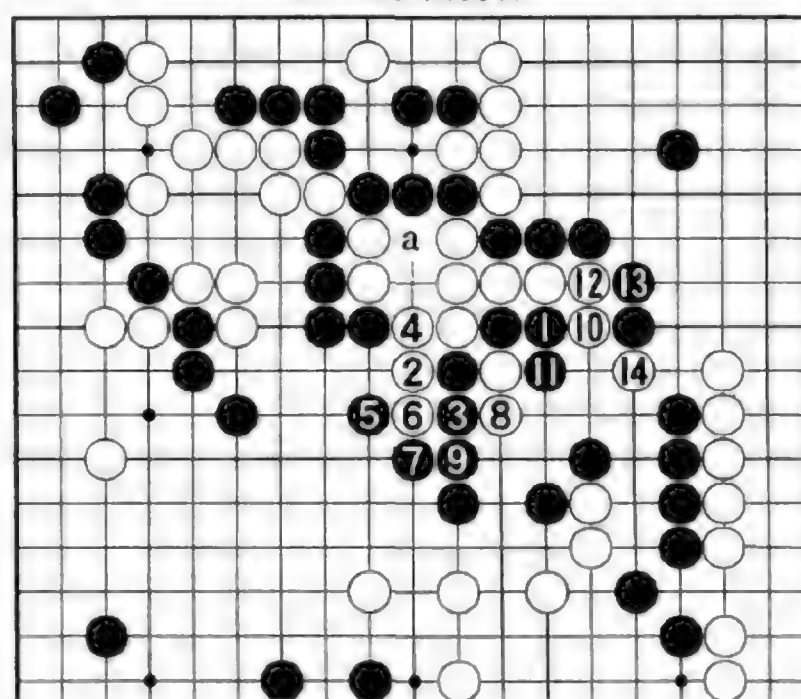


Figure 3 (76 - 100)

87: connects



Dia. 7

Figure 3 (76 - 100). Kill or be killed

Black 85. If at 1 in Dia. 7, White escapes after the continuation to 14. He will ignore Black 'a'.

Black 95 is bad. Black need not worry about the eyes of this group, for he can win a semeai with the centre white group (he starts by attacking with 11 and 13 in the next figure).

White 96 fails to take advantage of Black's bad move. If White just rescued his group with 'a', Black 96, White 'b', he would still have an outside chance of winning. Black would take all the top with 'c', but he would only be a couple of points ahead.

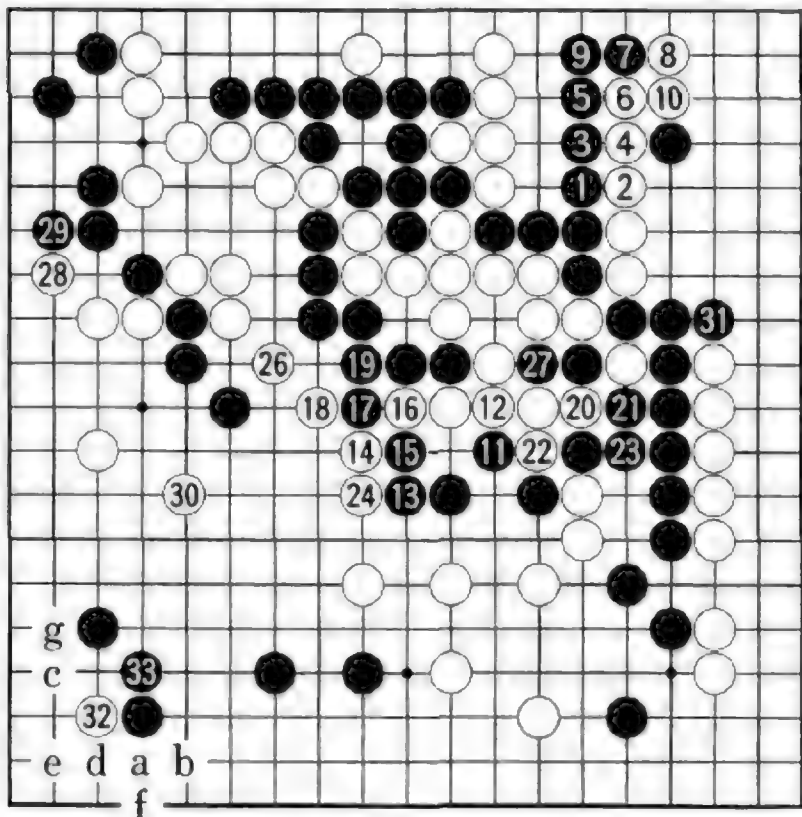


Figure 4 (101 - 133)
25: connects (above 21)

Figure 4 (101 - 133). Outfought

After 10, the top is temporarily a seki, but Black takes the lead in the race to capture with 11 and 13. Like Rin earlier, Awaji seems to have misread this semeai. Rin gratefully accepted his second chance.

After 33, White can gouge out the corner with White 'a' through 'g', but that is not enough.

Once again, Awaji demonstrated his tenacity and his knack for setting up complicated semeais when in trouble, but his opponent had more firepower.

White resigns after Black 133.

Time taken. White: 8 hours 15 minutes

Black: 8 hours 13 minutes

('Kido', August 1984)

Game Five

White: Rin Kaiho

Black: Awaji Shuzo

Played on 28, 29 June at Hakone.

Commentary by Rin.

Figure 1 (1 - 35). Awaji is surprisingly submissive.

Black 11. A joseki move, but Awaji spent 92

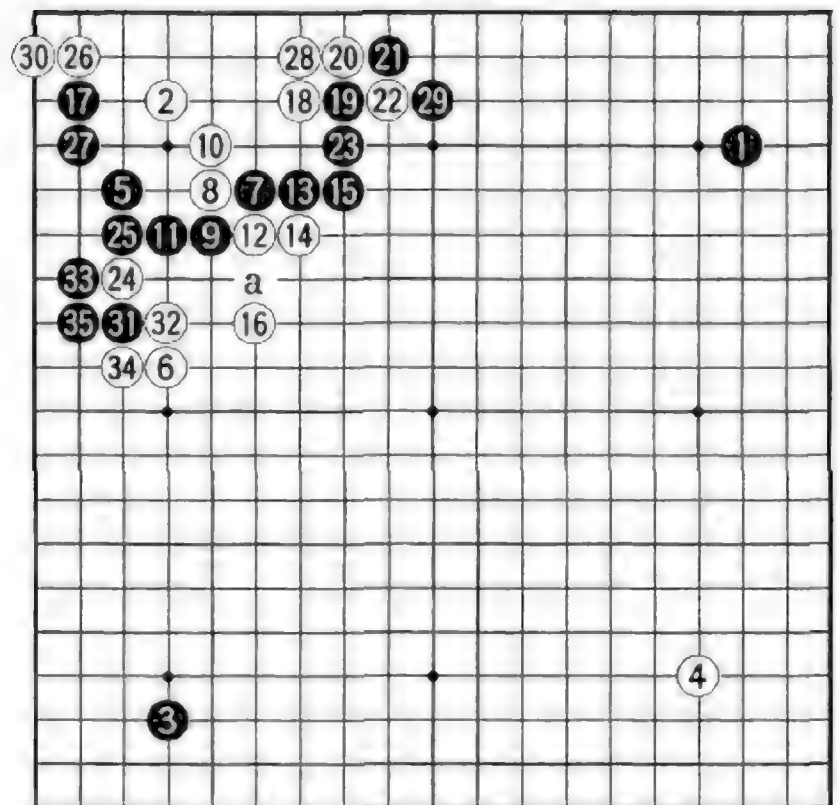
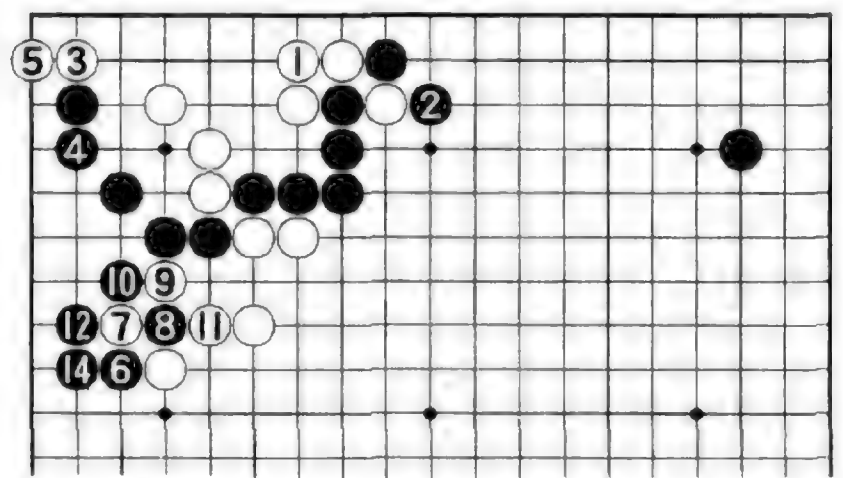
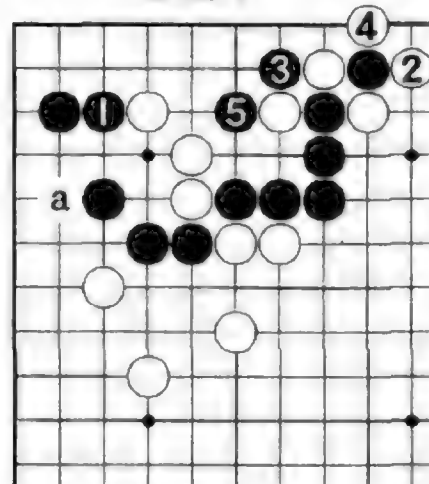


Figure 1 (1 - 35)

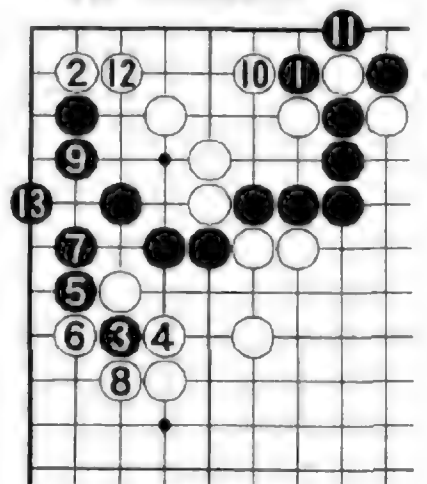


Dia. 1

13: connects



Dia. 2



Dia. 3

minutes on it. Presumably he looked at the variations arising from Black 'a', as well as the continuation after 11.

Black 19 and 21 are a tough combination. White 22 and 24 are the moves over which Rin took most trouble in this game. If White makes the ordinary connection at 1 in Dia. 1, Black gets an excellent result from the attachment at 6. The result to 14 is clearly unsatisfactory for White.

Black 25. If at 1 in Dia. 2, Rin intended to give up the corner. White retains the aji of 'a' and can also aim at squeezing on the right, so this result is reasonable.

However, Awaji's 25 is a submissive answer:

White could not be more satisfied. Surely fighting spirit demands 1 in Dia. 3. If White 2, Black plays 3 to 13. Both sides live and White gets sente, but still the result is reasonable for Black.

Black 31 – 35. Quite a contrast to the result in Dia. 1. White can be satisfied with the result of his move at 24. Not that he's ahead yet – it's just that he can face the long struggle to come with confidence.

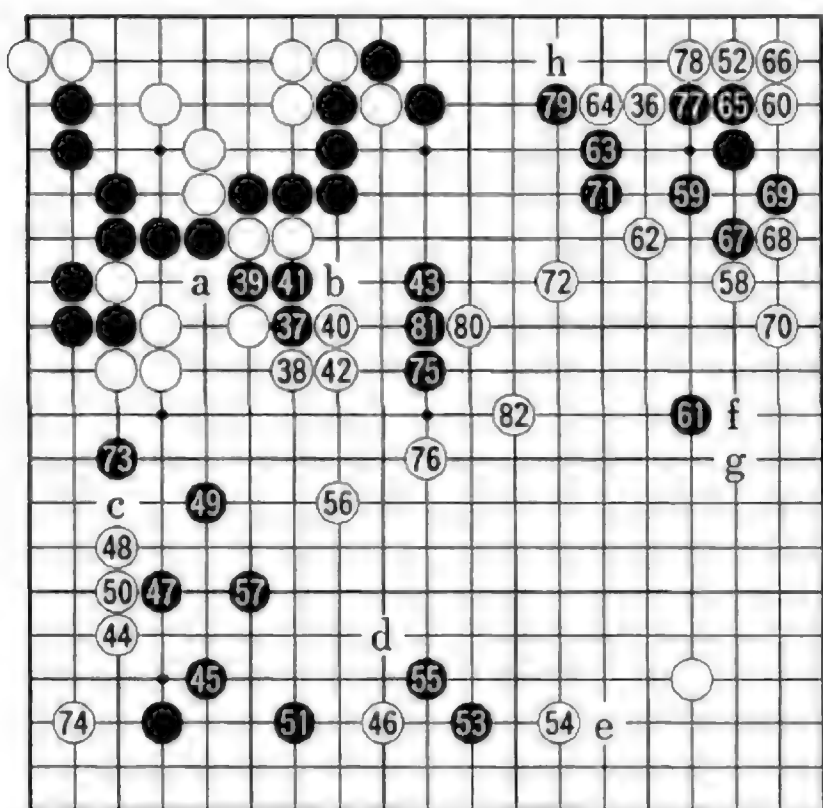
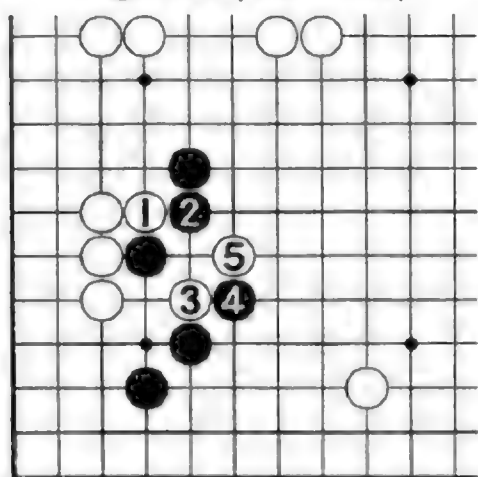


Figure 2 (36 – 82)



Dia. 4

Figure 2 (36 – 82). *An abortive attack*

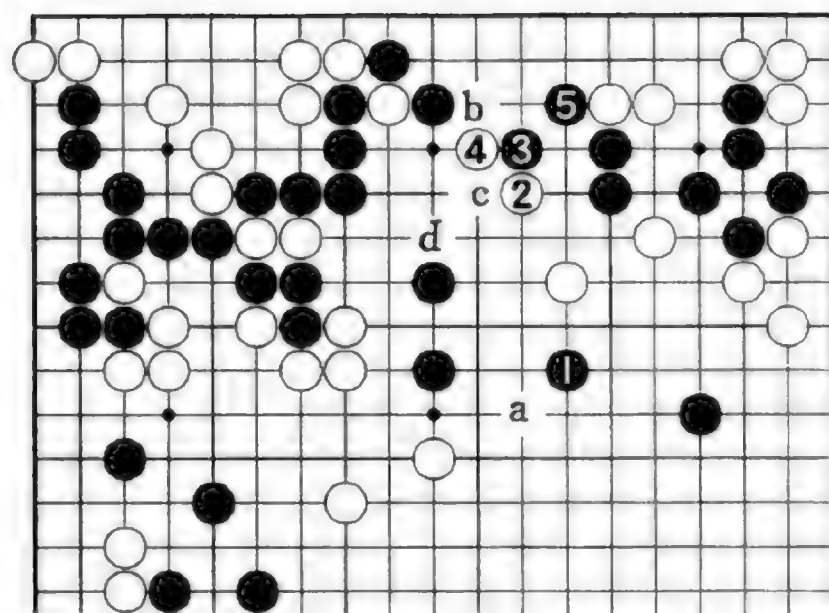
Black 37. A vital point. Black wants to build thickness here to inhibit the movements of White 22.

White 40. White 41 would be crude. Black would answer with Black 40, White 'a', Black 'b', making the white group heavy.

Black 49. Unthinking. Awaji perhaps expected White 'c', but the solid connection at 50 weakened Black so much that he had to reinforce at 51. Black 49 should have been at 77. If Black omits 51, White can cut him into two as in Dia. 4.

White 54. White must sacrifice the pincer stone. Jumping to 'd' would only create a weak group and give Black the ideal extension to 'e'.

White 60. White 'f' would be good enough.



Dia. 5

Black would attach at 66, but White would be able to live at the top. White should try to simplify as he has a slight lead, but Black 61 complicates the position.

White 72. Having come this far, White must fight. Fleeing with 'g' would be too negative.

Black 73. Awaji's aim ever since he strengthened his group with 51 and 57. He plans to stake the game on attacking the centre white group, but in a sense White welcomes this move, since the actual exchange for 74 costs Black points.

No sooner does Black launch his attack with 75 than he goes wrong with 77 and 79. These moves let White off the hook: he is quite relieved at being able to play 80 and 82. For 77 –

Dia. 5. Black must keep the white groups separated by playing at 1 or 'a'. Whatever happens, White in turn must counterattack with 2 – 'must', but after Black 3 and 5, he has no continuation. White 'b' is unreasonable because of Black 'c', so instead White will probably try attacking at 'd'. Either way, the position will be quite difficult for White.

Awaji must have thought that White 2 would be troublesome. Presumably he intended to attack at 1 after first exchanging 79 for 'h'.

Figure 3 (83 – 100). *Subtleties of timing*

Black 83 is not sente.

White 84 and 86 are overdoing things. White should just jump to 'a' with 84; if Black 'b', White 110 (=10 in Figure 4).

White 90. Having peeped at 86, White has to answer 89 at 90 to prevent Black from cutting at 'c'. Without 86 on the board, White would have been content to live as in Dia. 6. This seems like a small detail, but it has surprising consequences.

Black 91, 93. Wrong timing. If Black gives atari at 93 first, White has to connect at 'd' for the

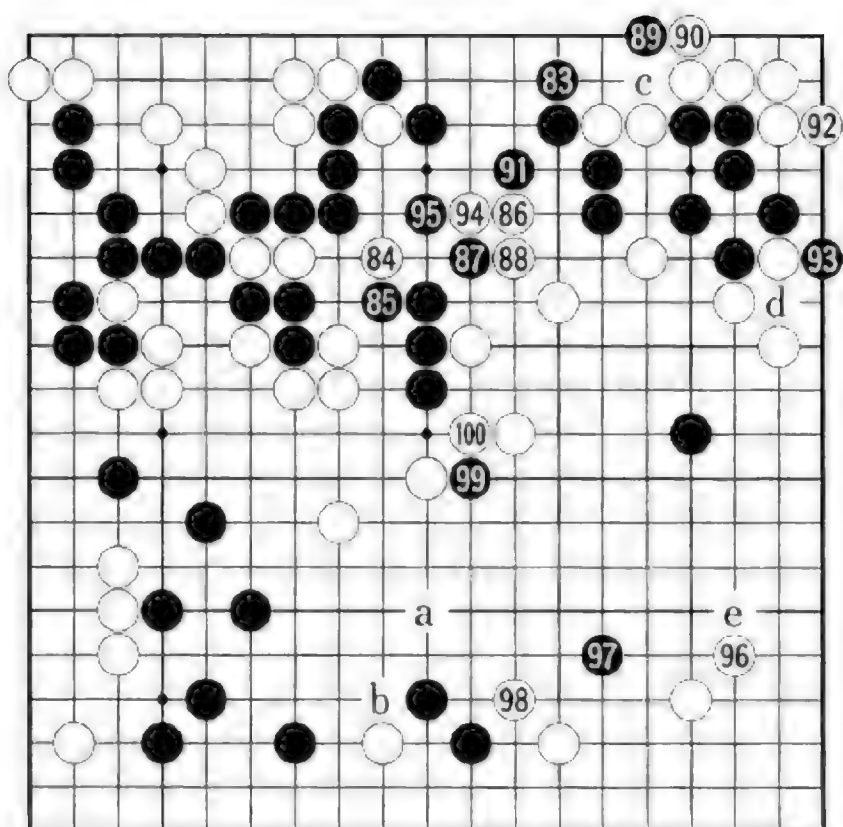


Figure 3 (83 - 100)

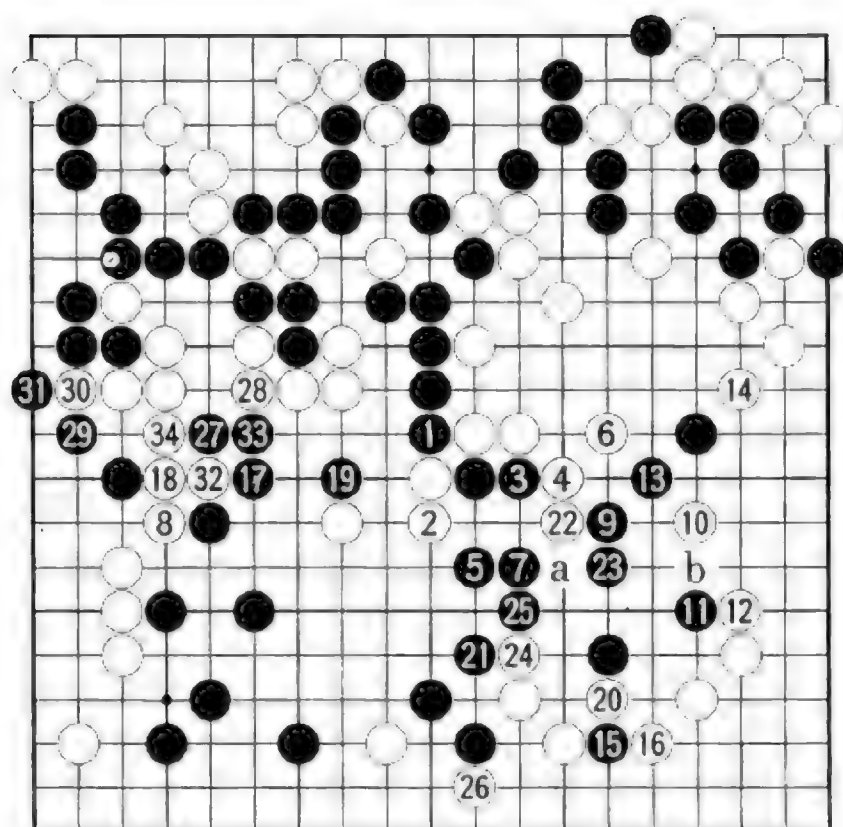
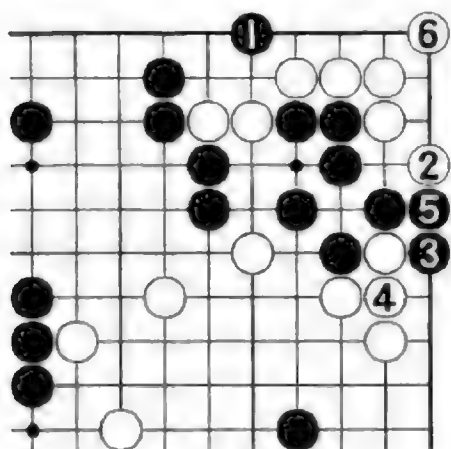


Figure 4 (101 - 134)



Dia. 6

same reason he had to play 90: to prevent 86 from becoming a wasted move. If then Black 91, White 92, Black would have sente and could switch to 'e'. As it turns out in the game, White is able to forgo answering 93, since Black has already answered his forcing move (86) with 91, so he is able to switch to 96. Black has failed to punish White for his mistake with 84 and 86.

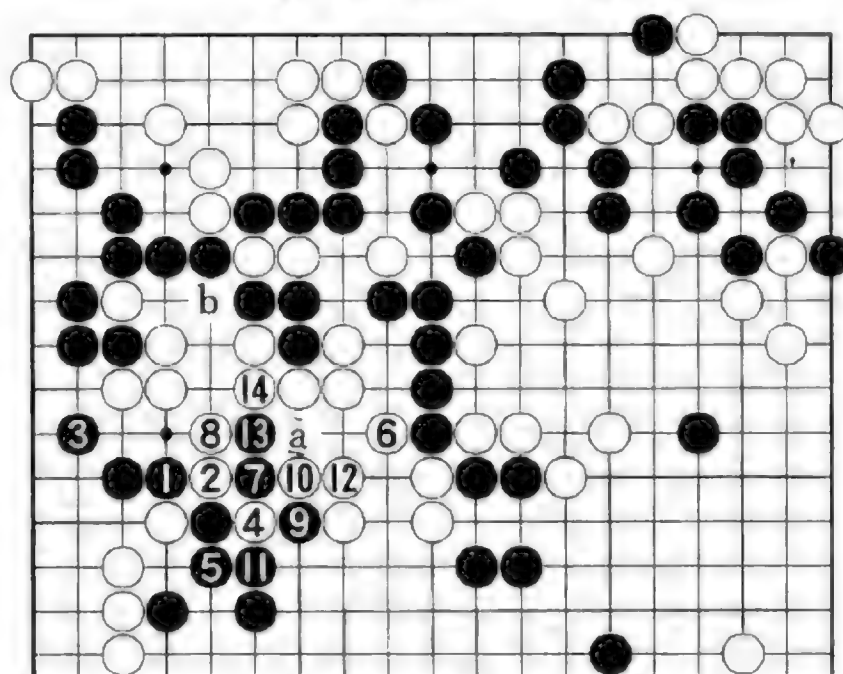
Black 93. Perhaps Black should switch to 'e'.

White 96. White should first exchange 'a' for Black 'b'. Black's attack with 99 is disturbing.

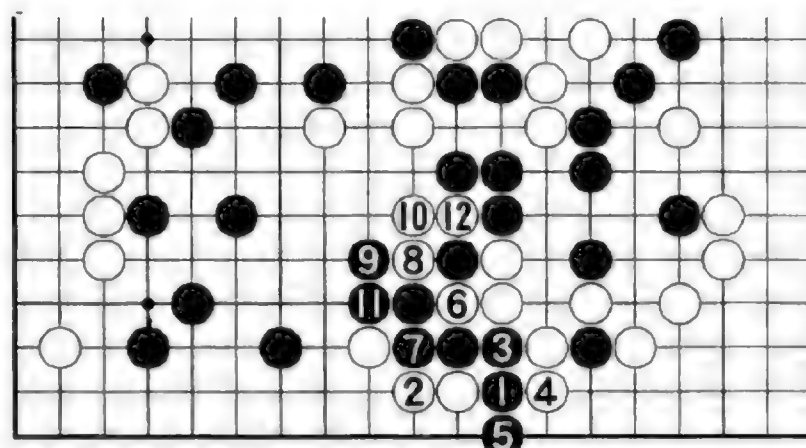
Figure 4 (101 - 134).

The sequence to 7 is forced. White then has the tesuji of 8 to save his centre stones. If Black cuts with 1 in Dia. 7, White gets two eyes with 2 to 14 - if Black 'a', White 'b'.

However, there was one thing Rin overlooked when he played 8: the 17-19 combination, which wrenches off the centre stones. Rin confesses that at first he thought he was in bad trouble when Awaji played these moves, but that he realized after a calm assessment of the whole board that he was still in the game.



Dia. 7



Dia. 8

Black 23 has an ironical result. Black should block at 'a', but then White would play 'b' in sente and probably win. To prevent that, Black plays 23, but that now makes White 24 sente, setting up White 26.

Black 27. If at 1 in Dia. 8, White breaks through into the centre territory. Black instead plays the forcing sequence from 27 to 33, but on the way White counters with a forcing move of his own at 32. This enables him to rescue his centre stones.

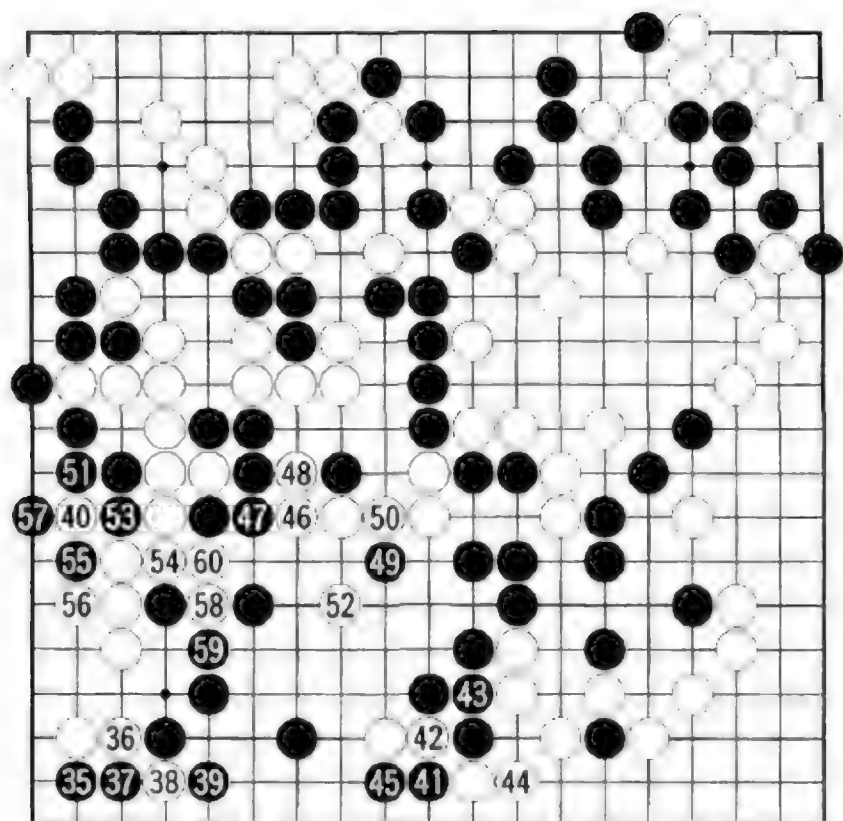
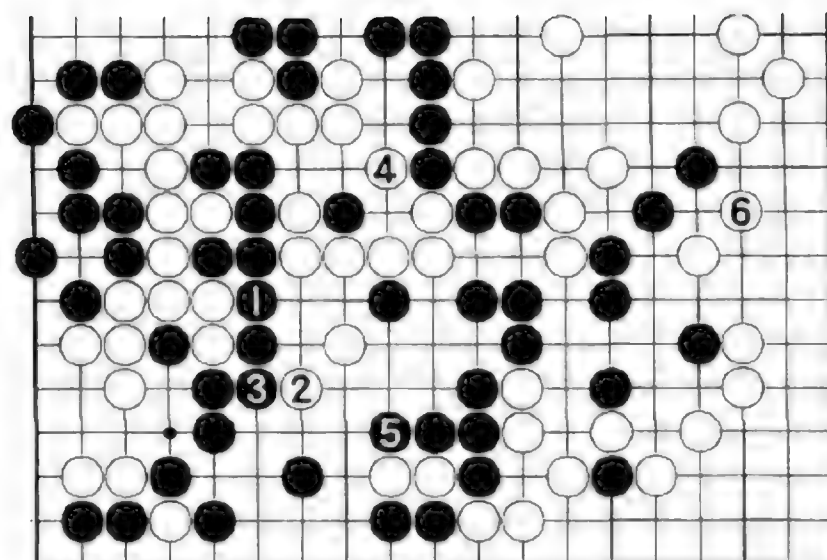


Figure 5 (135 - 160)

Figure 5 (135 - 160). Nothing gained

The centre stones are restored to life with 46 and 48. That wipes out the profit that Black has



Dia. 9

taken on the left side.

If Black played at 1 in Dia. 9 after White 60, Rin intended to play cautiously with 2 and 4. That would probably put White ahead on the board.

Black resigns after White 160.

Time taken. White: 8 hours 51 minutes

Black: 8 hours 37 minutes

('Kido', September 1984. Honinbo report translated by John Power.)



Awaji, Ohira (the referee) and Rin at the informal party held after the game. Rin looks happy on completing his first defence this time around of the Honinbo title; Awaji looks a little downcast. This was the end of an eventful but ultimately frustrating year for him in which he challenged for three titles but missed all his chances of glory. His play in the Honinbo title match shows that even if he did not make much of an impact on Rin he certainly deserves to win one or another of the titles. Actually, Rin acknowledged that

he treated Awaji with a lot of respect during the match; in particular, he made sure that he kept up his guard against that fearsome knockout punch of Awaji's. Rin comments that in three of his four victories he was treading on thin ice. Rin is always a gracious winner and let's hope that his words were some consolation for Awaji. The latter was now back where he had started, and as 1985 begins his prospects of picking up that yearned-for title do not look so good.

Michael Redmond's Promotion to 4-dan

1984 was Michael Redmond's best year since he became a professional. With 23 wins to 5 losses for the year, he had the best winning percentage (82.1%) of any professional at the Nihon Ki-in. In particular, Michael did well in the oteai (rating tournament), winning all twelve of his games and taking first place in the bottom section. Below, we present the game in which he won promotion to 4-dan.

White: Michael Redmond 3-dan

Black: Cho Sonjin 2-dan

No komi. Played on 19 July 1984.

Commentary by Michael Redmond.

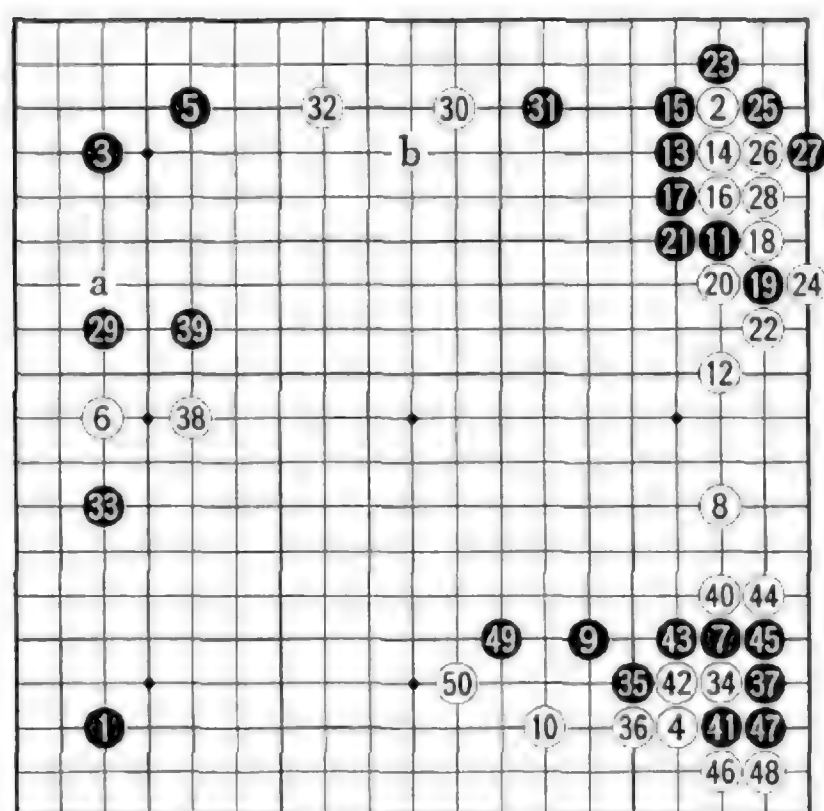


Figure 1 (1 - 50)

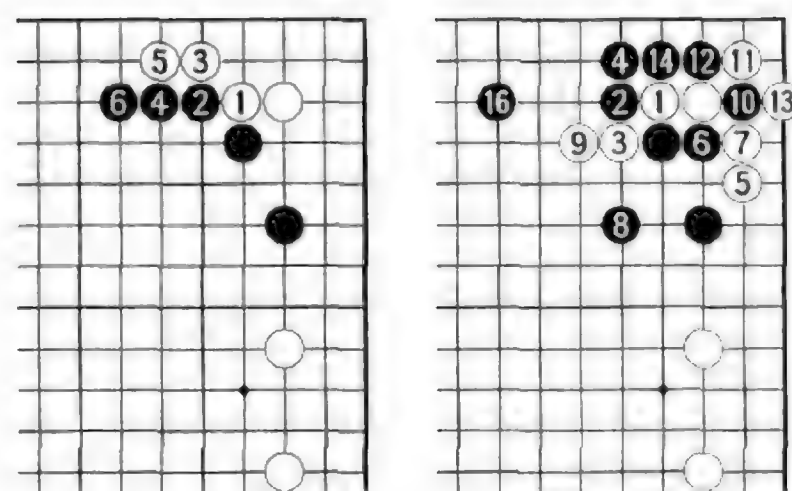
Figure 1 (1 - 50)

With 14 I should have played at 1 in Dia. 1. Black 2 is a strong move, but White simply crawls to 5 and takes sente to play 'a' in the figure. Cutting at 3 in Dia. 2 is an overplay. Black 4 is severe, and the fight to 16 is good for Black. In the actual game, I became overconcentrated on the right side because of 14.

Black should have played 29 at 'b', allowing White 'a' in order to take sente and protect at 41. I was glad to get a base on the upper side and make miai of 33 and 34.

Figure 2 (51 - 100)

With 57, protecting at 'a' would have been normal. I played 62 as a kikashi to strengthen my up-



Dia. 1

Dia. 2

15: connects

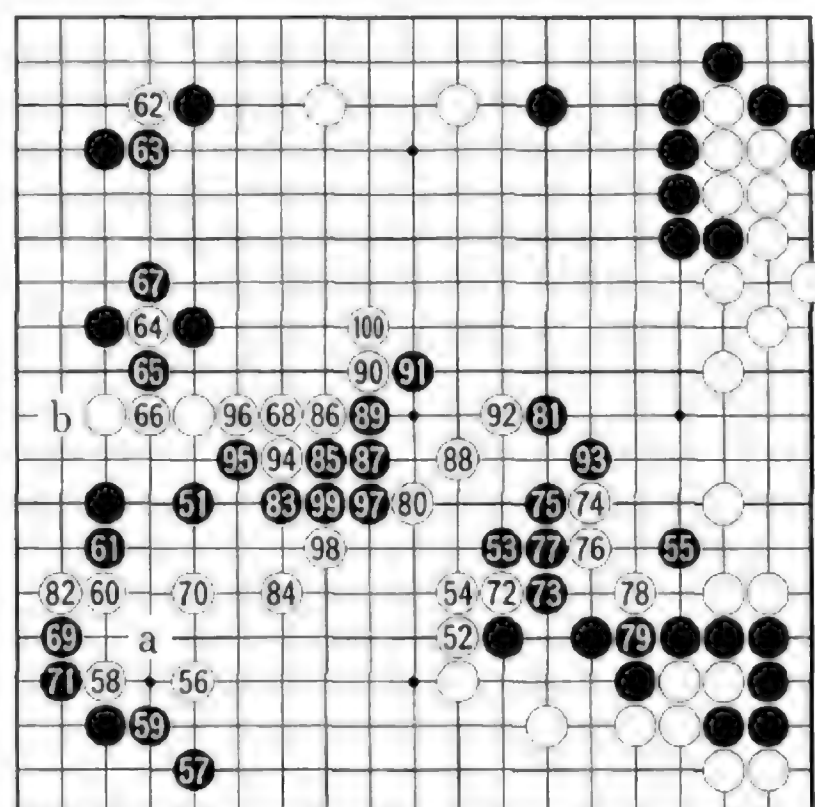
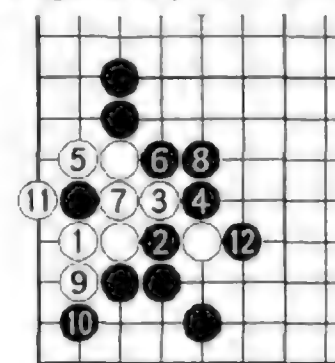


Figure 2 (51 - 100)



Dia. 3

per side group before playing 64. The latter move was to prevent Black from connecting with 'b'.

Black 69 was the key point, hoping for 1 in Dia. 3. Black's cut at 4 is severe, and White is forced to live submissively with 5 to 11. If 5 at 8, Black cuts at 7 and White's territorial loss is big.

Black 71. Black should have played at 82 to protect his stones on the side. I played the forcing sequence on the right to get 80 on the board before attacking at 82.

White 94. Necessary to prevent Black 96.

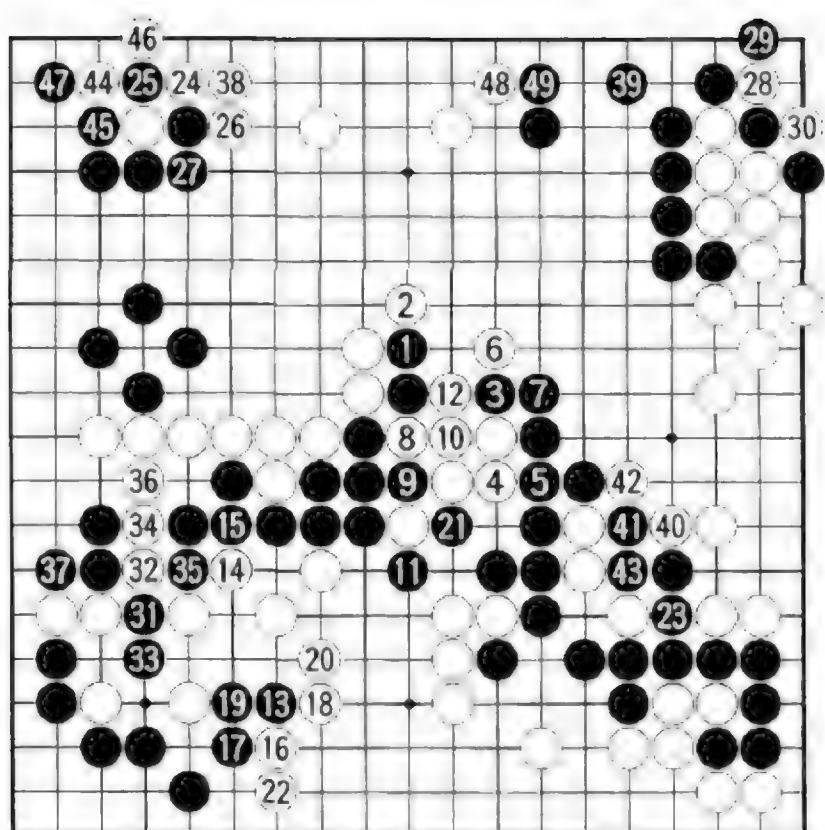


Figure 3 (101 - 150)
50: ko

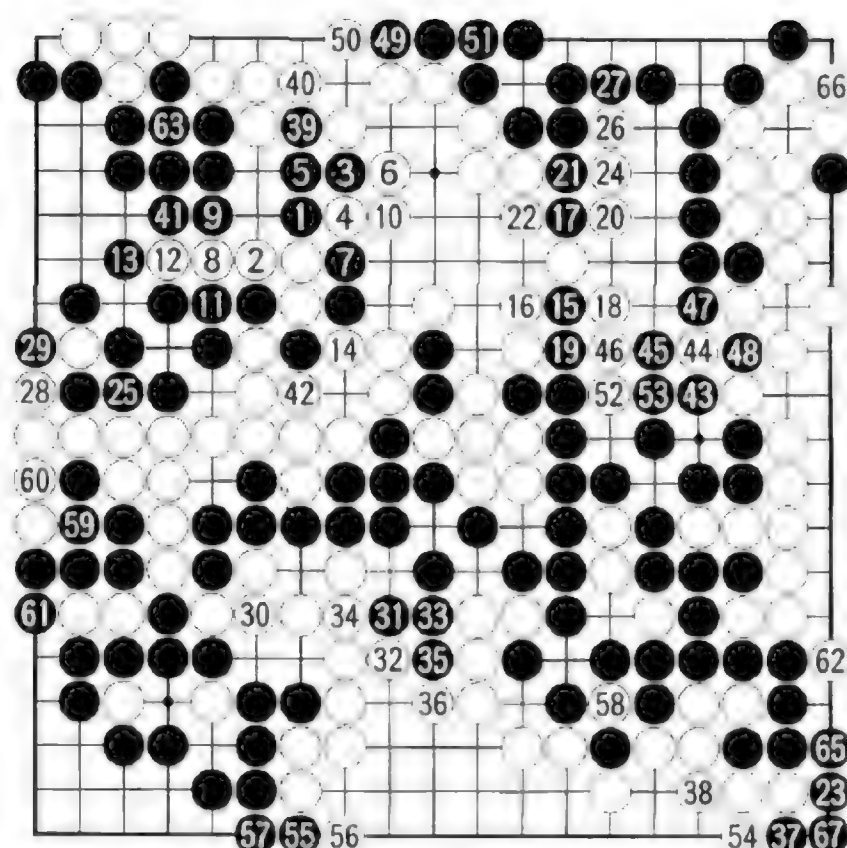


Figure 5 (201 - 267)
64: connects (below 58)

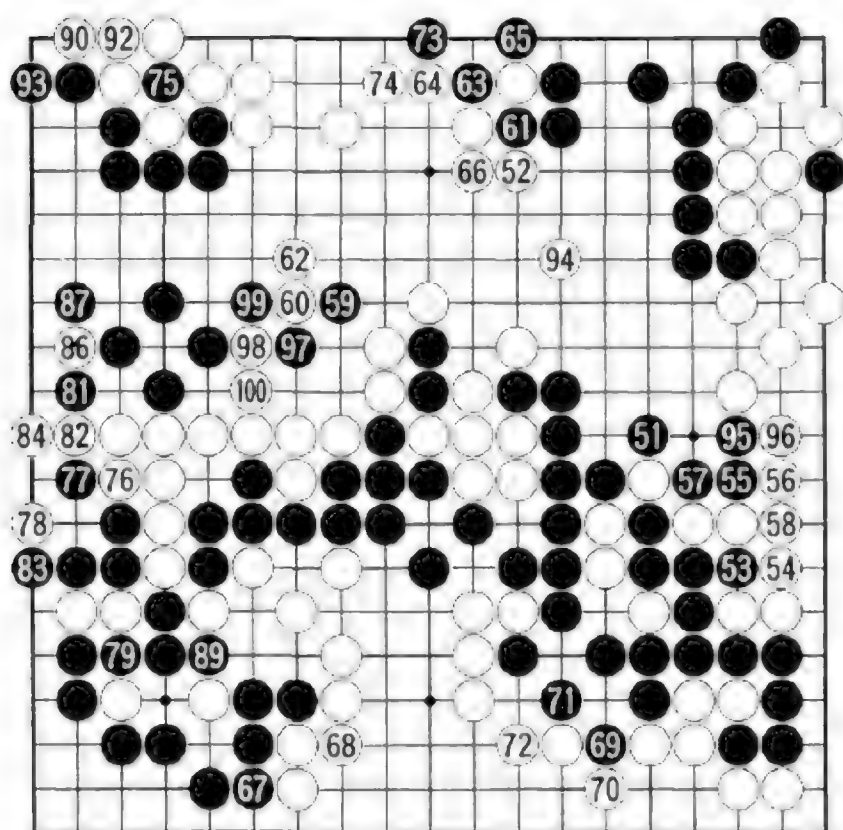


Figure 4 (151 - 200)
Ko: 80, 85, 88, 91

Figure 3 (101 - 150)

With 2 and 6, I set up the cut at 8. Capturing two key stones here, I felt I had a sound lead. I missed a chance to attack at 39 with 38. The game became quite close and I think a jigo would have been possible if Black had played 19 in Figure 5 at 20.

Figure 4 (151 - 200), Figure 5 (201 - 267)

White wins by 1 point.

After his promotion to 4-dan, Michael's good form continued and, with five straight wins, he is already well on the way to 5-dan. Making that rank is considered a major breakthrough for pro-

fessionals, not least for the reason that game fees in the newspaper tournaments double from 4-dan to 5-dan. Incidentally, his opponent in the game above, Cho Sonjin (born 1970), is also considered a promising player. He took second place to Michael in the bottom section of the 1984 oteai.

In November, Michael made one of his rare visits home. Together with Kobayashi Chizu, he led a group of Japanese amateurs which visited Japan Expo '84, which was held in Los Angeles. During his visit, he played a game against Jimmy Cha, the 4-dan Korean professional who lives in L.A. This game, which was a very turbulent one, he won by half a point. It is presented below.

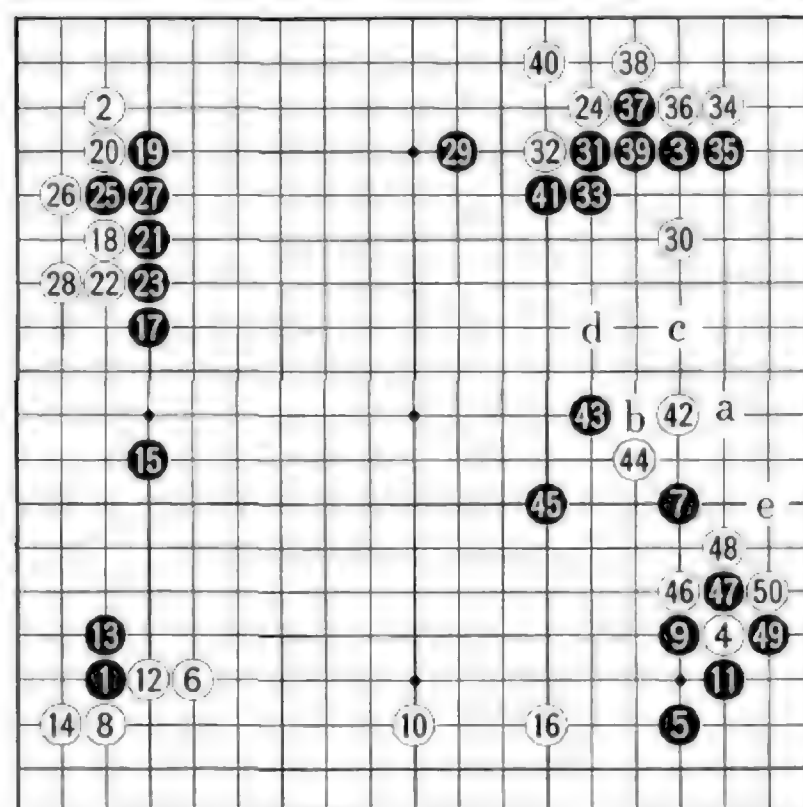


Figure 1 (1 - 50)

Redmond v. Jimmy Cha

White: Michael Redmond 4-dan

Black: Jimmy Cha 4-dan

Komi: 5½. 24 November 1984.

Figure 1 (1 – 50), Figure 2 (51 – 100)

I should have played 42 at 'a'. Black 'b', White 'c', Black 'd', White 'e' would follow. Black's attack with 43 was severe, and I can find no fault with his moves up to 67 in Figure 2. Instead of 69, cutting once at 75 (White plays 71) and extending at 100 would close off the center and be better for Black.

Figure 3 (101 – 150). With 2, 3 was proper shape. 13 and 14 are both large points.

Black 31. At this point, Black apparently over-

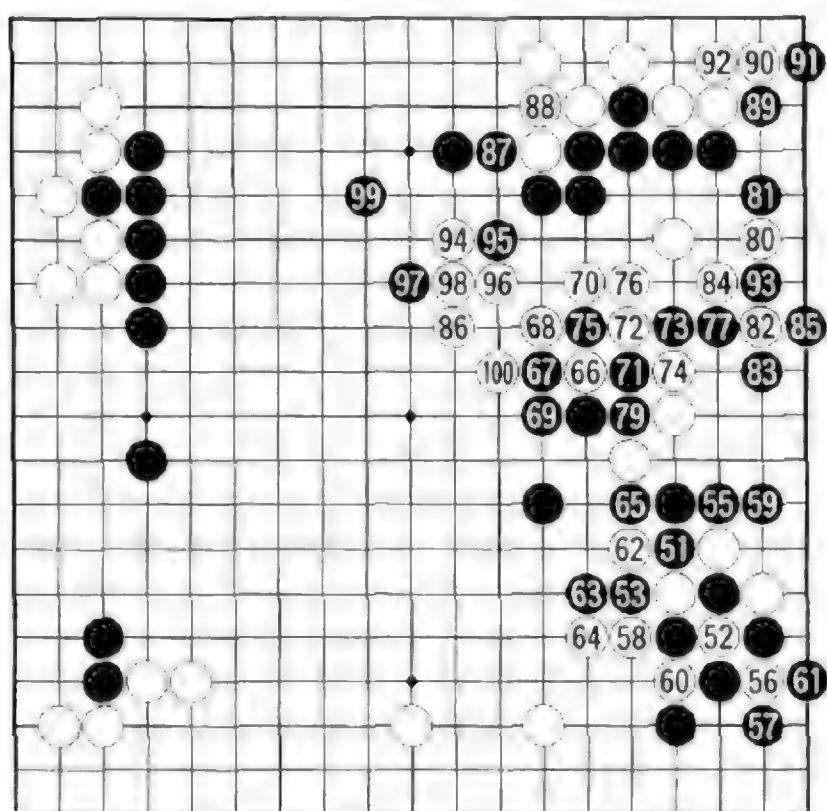


Figure 2 (51 – 100)

54: connects; 78: ko (at 66)

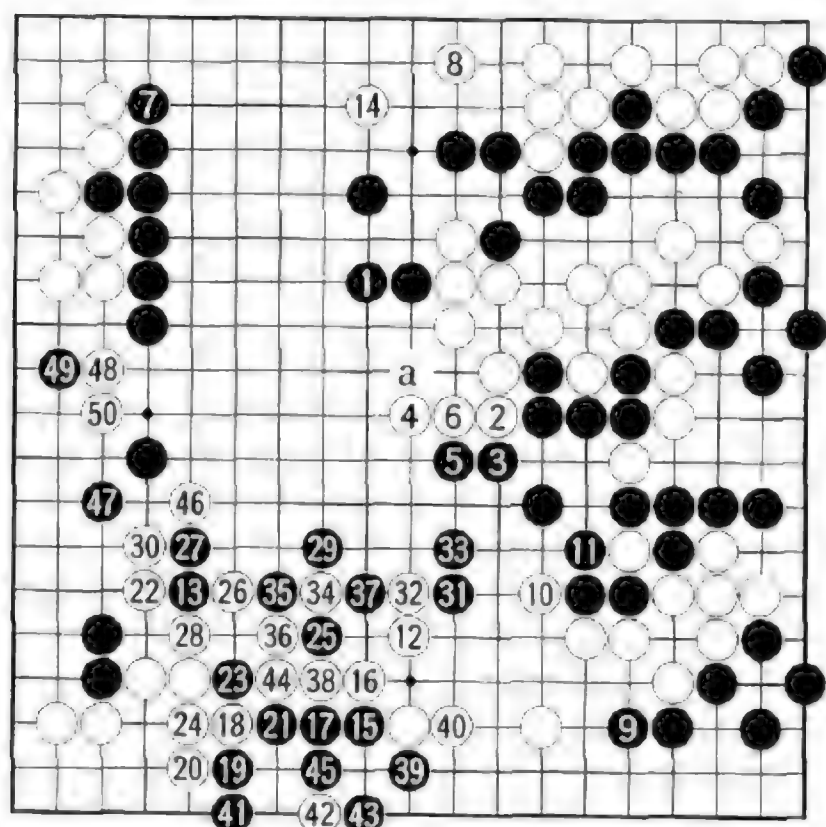


Figure 3 (101 – 150)

looked White 34. Black would have done better attacking first at 'a'. When I captured at 46, the game was quite close.

Figure 4 (151 – 200)

Black should not have played the 69–72 exchange, as it put Black in damezumari (shortage of liberties) and made 87 necessary.

Figure 5 (201 – 262)

With 2 I should have played at 5. I lost two points here. Black could have played 11 at 'a', forcing White 14, and cut at 12 to win the ko, but I would then get the large point 17, and the result would be the same half point.

White wins by ½ point.

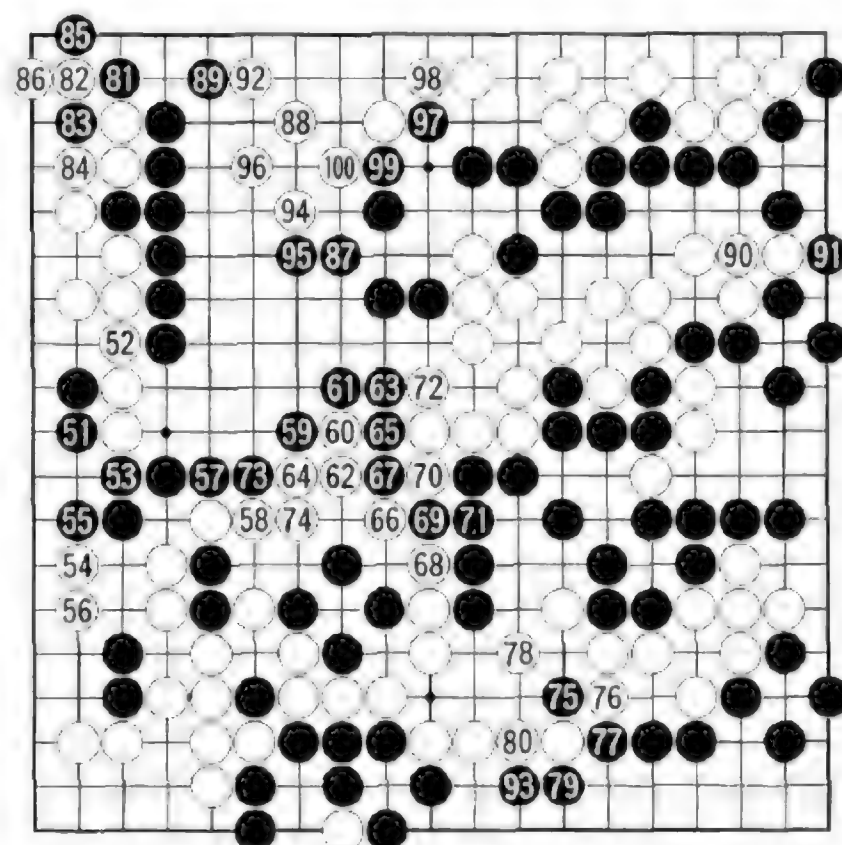


Figure 4 (151 – 200)

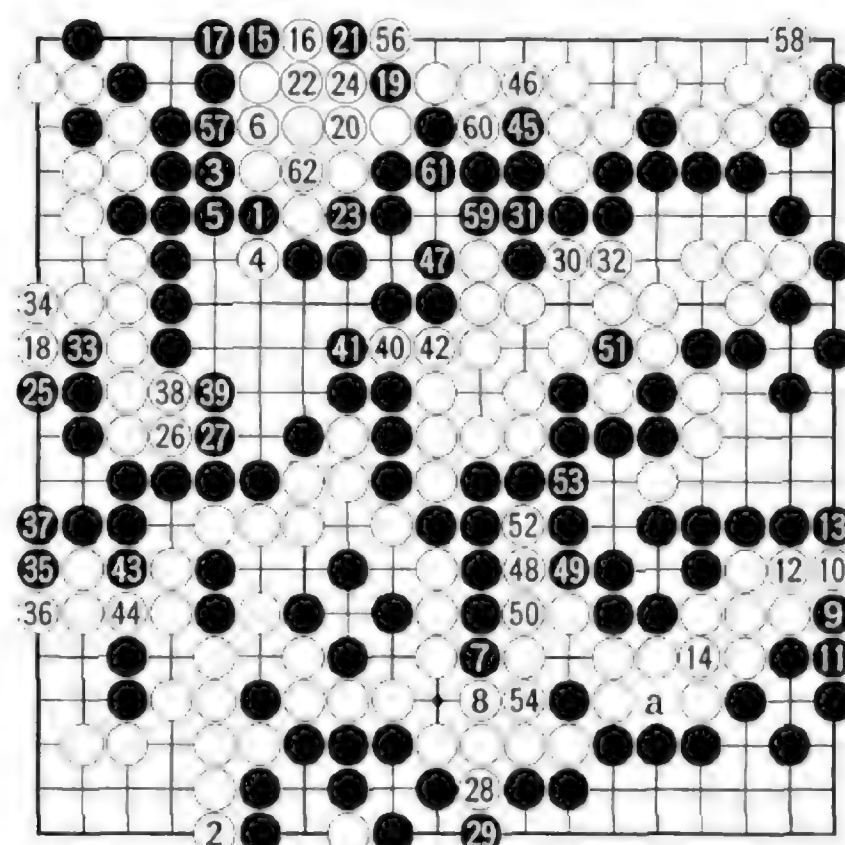


Figure 5 (201 – 262)

55: connects (below 51)

9th Kukgi Title

by Jimmy Cha, 4 Dan

Cho Hun Hyun is playing as well as ever this year and there is only one man who might have a chance to slow him down: Suh Bong Soo 8-Dan. When Cho was threatening to monopolize all of the titles a couple of years ago it was Suh Bong Soo who stepped into the ring and managed to come away with both the Myungin (Meijin) and Kiwang titles. You can bet there will be match after rematch before these two are finished with each other. As a matter of fact, after this Kukgi match ended, Cho and Suh turned right around to contest the Myungin series, this time with Cho as challenger aiming to recover the title he lost last year.

In terms of technique, power and experience Cho Hun Hyun has the advantage, but there is a special place in every Korean player's heart for Suh Bong Soo. Why? Because of all the top professionals in Korea, he is the only one who never trained in Japan. He is a true native player, through and through. I remember when I was the top player at Seoul University, Suh was the strongest high school player. He used to come to see me often but he could never beat me; for a long time I held him to a two-stone handicap. Then something happened. He started studying very hard, all by himself. One day we sat down to play and I saw right away that I would never give Suh Bong Soo two stones again. By the way, he is the same age as Cho Hun Hyun, 31.

Cho is a master of technique and of quick, fighting jabs leading to a final roundhouse knockout. Suh likes to fight too, but he has a style all his own. He is a gambler (not only at the board either!) and he likes to jump into battles even the most stout-hearted of the other professionals avoid as too nerve-racking. Another thing: he is always true to himself. If he decides that a move is good he will not hesitate to play it, even if it makes the most horrible shape in the world.

Suh became challenger for this year's best of five Kukgi title with a 5-1 record in the league. Cho had won the third game and led with 2-1 but if Suh could just take this one game with Black, the score would be tied and who knows what would happen in the deciding fifth game?

Game Four

White: Cho Hun Hyun, Kukgi

Black: Suh Bong Soo, Kiwang

Komi: 5½; time: 5 hours each

Played at the Sheraton Hotel, Seoul on 4 June 1984.

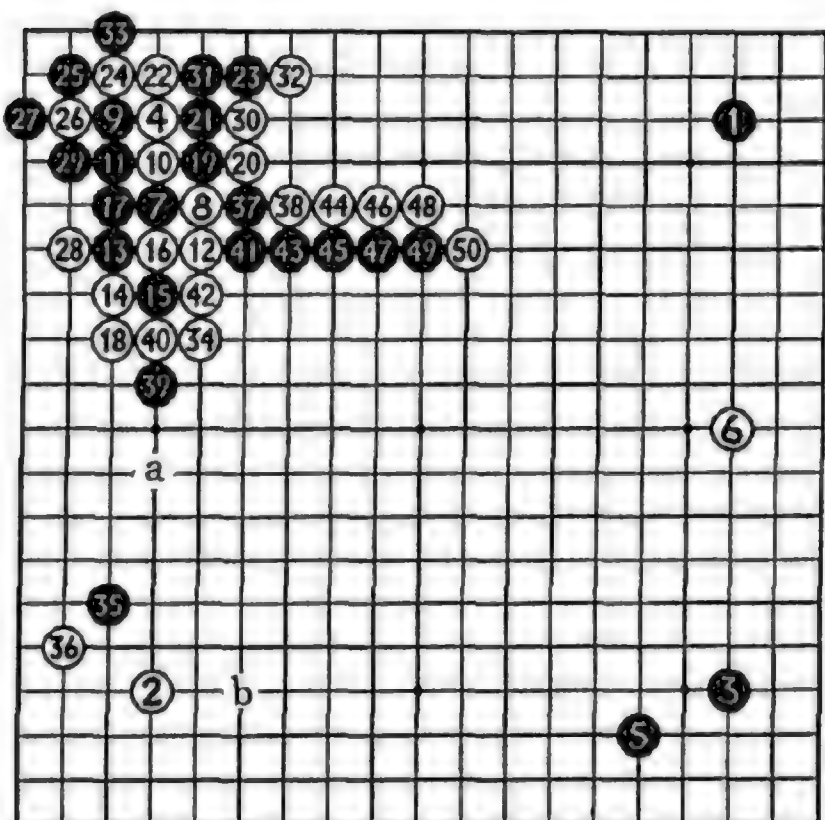
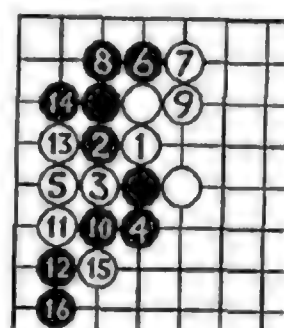


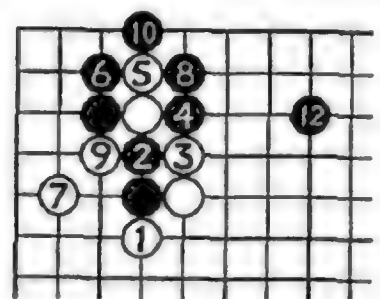
Figure 1 (1 - 50)

Figure 1 (1 - 50). Testing a joseki

After an ordinary opening through 6, White answered Black 7 with the attachment at 8. This is one of Cho's favorite moves and in fact he used it in both the first and third games of this match.



Dia. 1

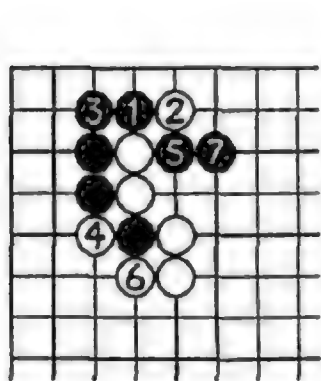


Dia. 2

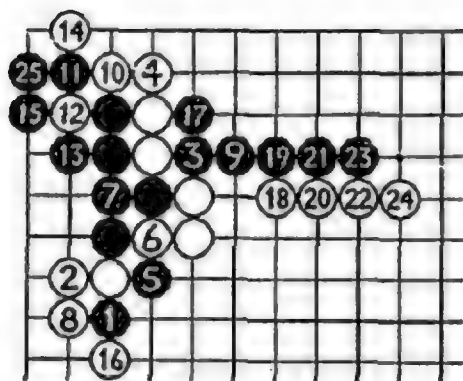
11: above 2

Suh rejected the conventional joseki starting with the hane at 12 for Black 9 and attached, confident in the knowledge that the ladder favored him. This is shown in Dia. 1. Black must be sure that after the sequence to 16, White cannot capture three stones with an atari below Black 4.

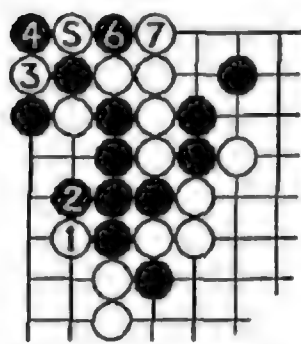
Cho: 'White 12 is an invention of Kajiwara Takeo's of Japan. It is now being tested. Of course the standard joseki is not White 10 but the hane at 1 in Dia. 2 (White 11 at the marked stone). It



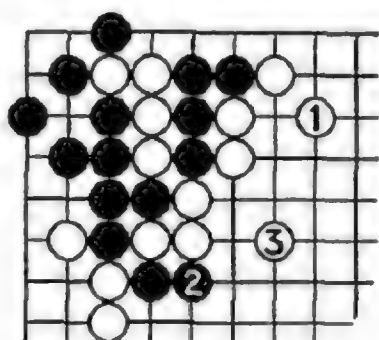
Dia. 3



Dia. 4



Dia. 5



Dia. 6

is true that this is joseki but I was not sure that my opponent would answer this way.'

In another game of Cho's his opponent replied to White 12 with the hane at 1 in Dia. 3, but after 6 White's thickness gave him the advantage.

Perhaps when White attached at 14, he thought about the first game of Rin Kaiho's 8th Kisei title play-off match against Sonoda 9-dan (see GW 36, page 38). In that game Rin answered White 14 by cutting at 19, then found himself enmeshed in complications when White played 20, Black 21, White 22.

But without a doubt Cho was replaying in his mind the moves of a game he played against Suh about a year ago. Dia. 4 shows how it went. Black attached at 1 and set out to stake out a big area in the corner through 23, but in the end he was forced to defend against a ko with 25 and White's thickness proved superior.

Through White 32 Cho again sacrificed profit for outside strength and notice that Black cannot answer White 28 by blocking at 2 in Dia. 5. White sets up a ko through 7 which is a one-sided burden for Black.

White 34 is a thick move but I do not understand why he did not play instead at 38 or even 1 in Dia. 6. If Black plays 2 he will have a hard time dealing with the thickness White creates with 3.

Of course, the worst thing Black could do after White 34 is to cut at 1 in Dia. 7. White would simply confine Black to inch-by-inch profit-taking on the third line while securing his hold on the center.

Black forces once with 35 and starts a fight

Korean Title-holders

19th Wangwi (King): Cho Hun Hyun 9-dan

28th Kuk-soo (National Champion): Cho

Kuk-gi (National Go): Cho

Myungin (=Meijin): Suh Bong-soo 8-dan

Paewang (Monarch): Cho

Chaigowi (Top Position): Cho

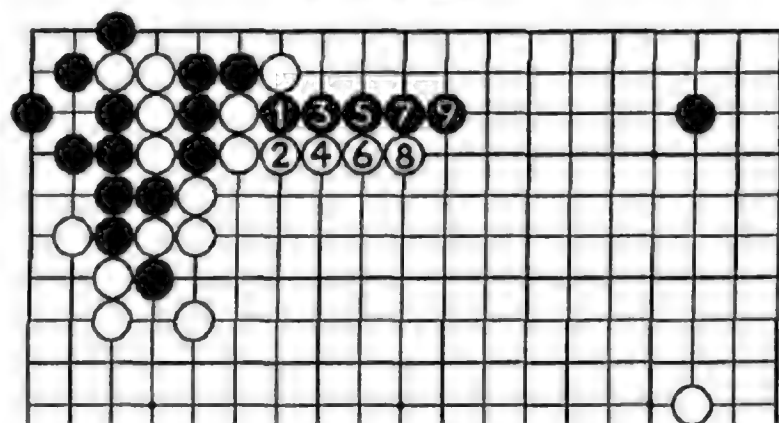
Kiwang (King of Go): Suh

Daewang (Great King): Cho

The above are the eight newspaper-sponsored tournaments. There are also two TV titles and one magazine title. The Wangwi title has the most prize money (about five million yen) and is the only best-of-seven title match (most of the others are best-of-five). In contrast to Japan, where there are only the Meijin and Honinbo leagues, six of the titles have leagues.



Cho 9-dan



Dia. 7

with 37, but I do not see what is wrong with playing at 'a' or even 'b' (instead of 37).

But I suppose Suh was determined this time out to meet Cho on his own terms: thickness for thickness. Through 49 Black does indeed create a nice wall, but White 50 throws the game out of kilter.

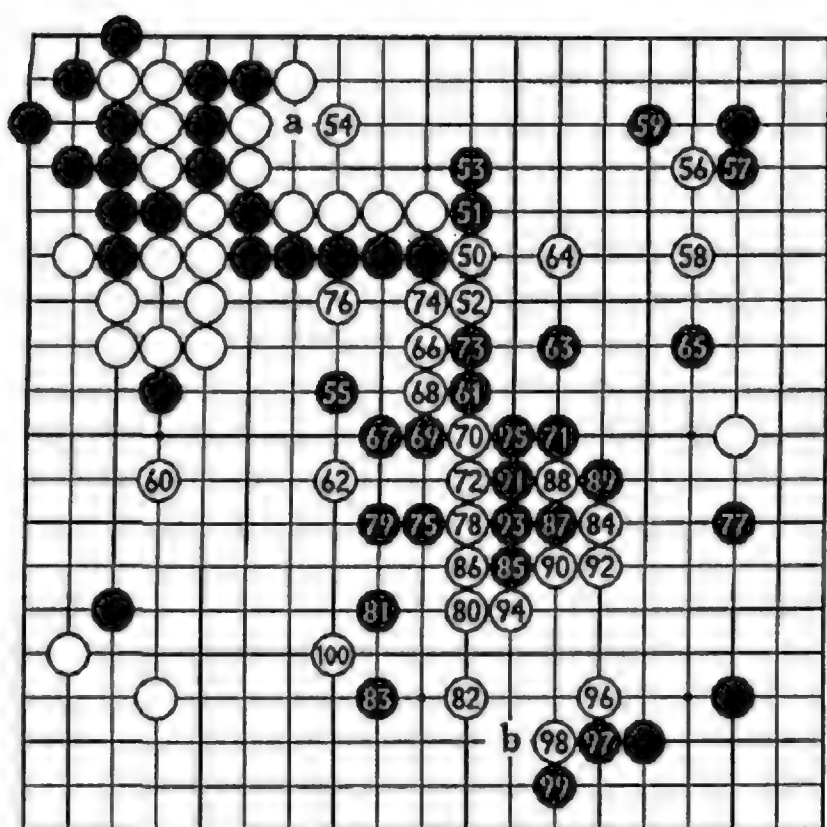
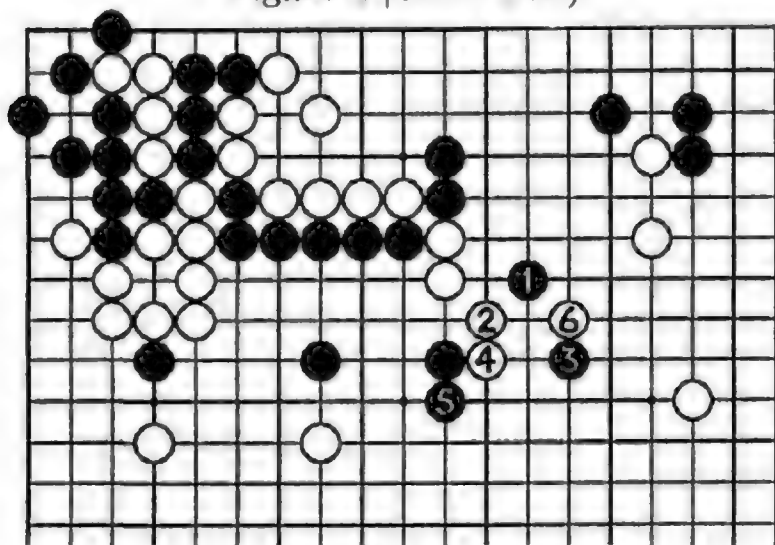


Figure 2 (50 - 100)



Dia. 8

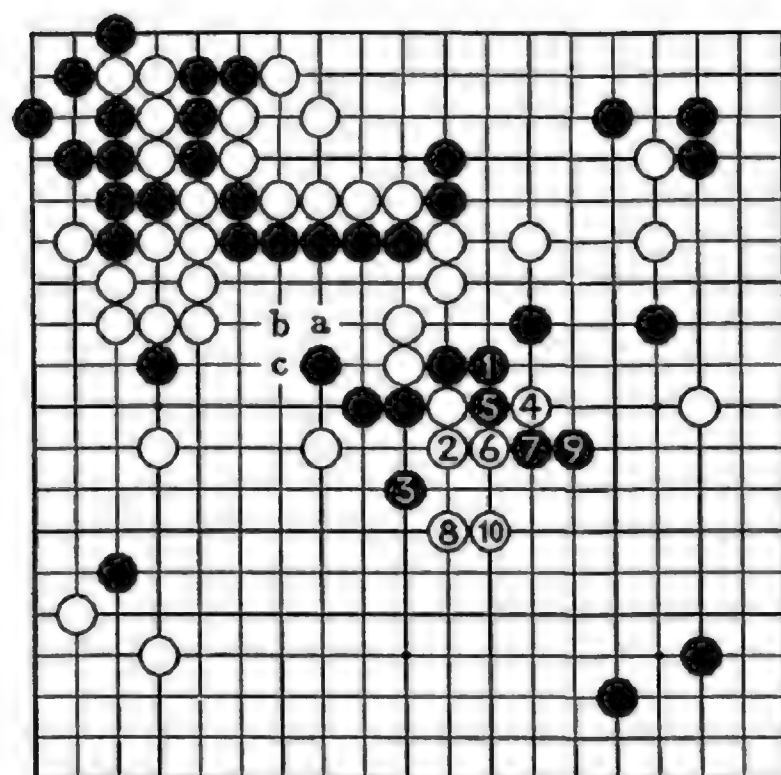
Figure 2 (50 - 100). White takes control.

White 50. White 51 is usual, but then Black is free to play 60. The question in this situation is what Black can make of the liability White must deal with at 'a'.

The cut at 51 should give Black the advantage but exchanging 53 for White 54 is clearly a loss for Black. 53 is better left unplayed. For White's part, 56 and 58 are good moves but instead of 60, White should first exchange 70 for Black 62 and then play 60. However, I would judge the situation after White 62 as dead equal.

Suh Bong Soo regretted playing 63. He suggested Black 1 in Dia. 8 instead. If White answers at 2, Black forces with 3 and Black 5 gives him the initiative in the center. Black 63 simplifies the game and since the situation is equal, White welcomes this.

Black is not about to back down at this point, but you cannot help but wonder what he hoped to accomplish with 65. I suppose he misjudged the strength of White 66. The sequence through White 70 is forced but now if Black had chosen to ex-



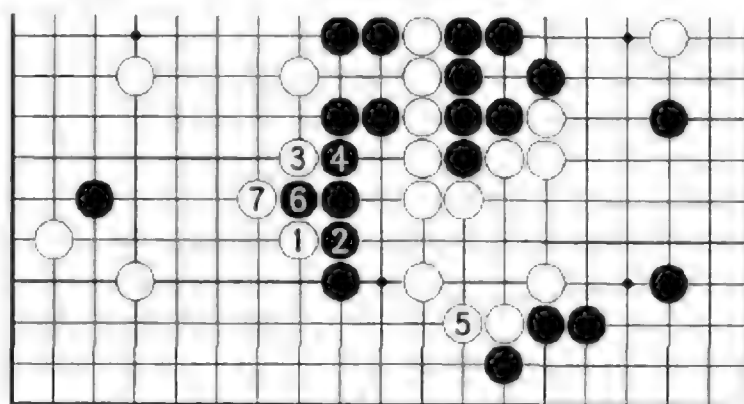
Dia. 9

tend to 1 in Dia. 9, the moves to White 10 are all but inevitable. At this point Black must defend against a cut with a move to the left of 3 or above 3, but White can capture Black's six stones by attaching at 'a': Black 'b', White 'c'.

In any event, White captures the six stones with 76 and Black is not only on the defensive but is fighting for his life.

The initiative has passed to White in this fight, and the situation has steadily deteriorated for Black. Now only an all-out assault offers hope for salvation, but White snuffs out such dreams with 100.

Black was hoping to force White 'a' with 99, but White 100 brings the whole black group under attack. If Black answers with 2 in Dia. 10, White forces again with 3 and then plays 5. Even if Black somehow lives by exchanging 6 for 7, his stone on the left side is fated to die an ignominious death.



Dia. 10

Figure 3 (101 - 140). Quicker win

Black squirms in his agony, hoping to delay the inevitable, but the result is no longer in doubt. Black 5 threatens 'a', but White 6 squelches all resistance.

The only thing Black could have tried to pro-

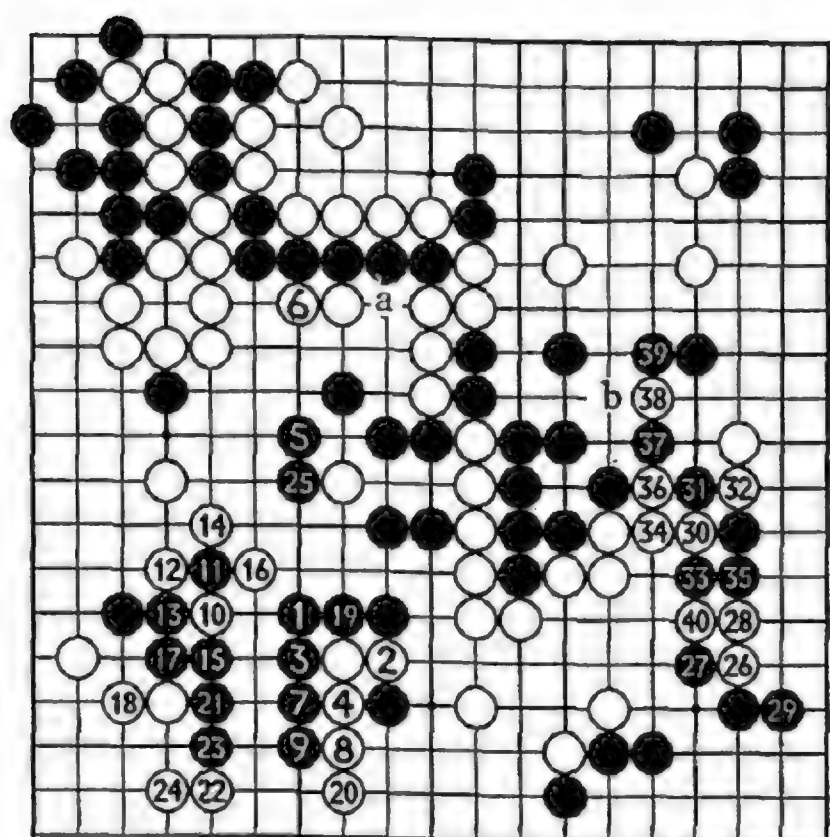
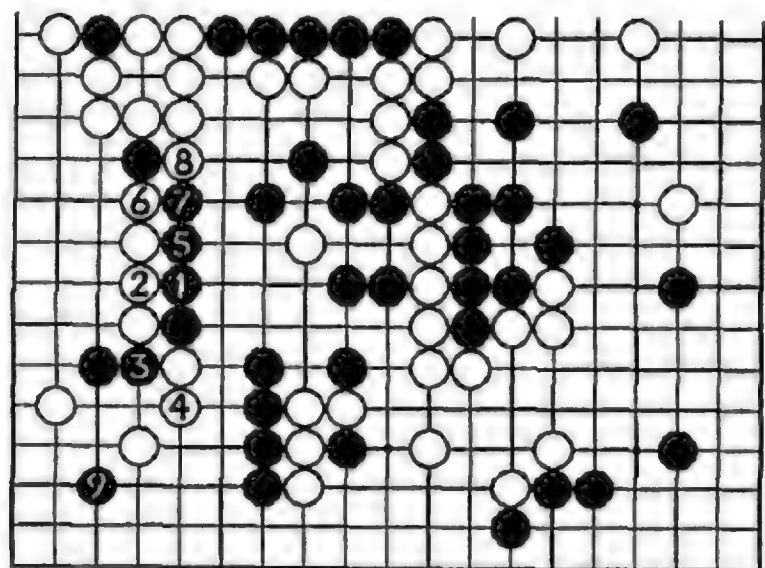


Figure 3 (101 - 140)



Dia. 11

long the contest is Black 1 in Dia. 11 instead of 13. Through 7 Black secures his center group and with 9 he may have a chance in the corner.

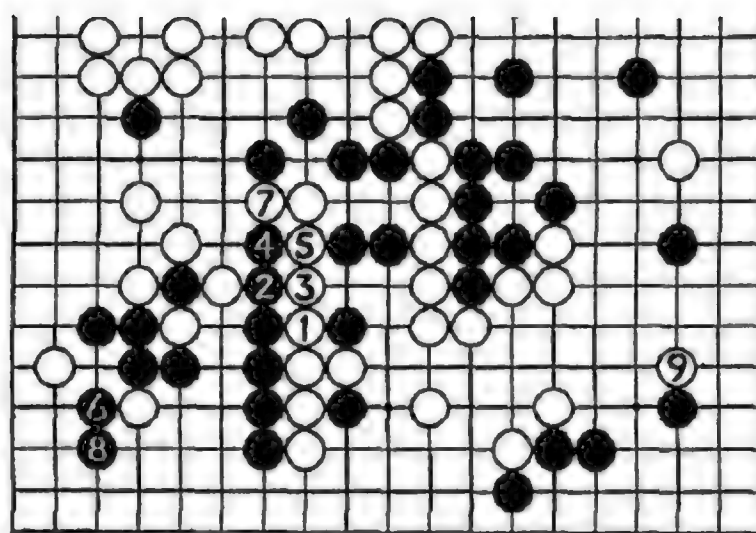
The decision is no longer in doubt but White missed a quick win with 1 in Dia. 12 instead of 18. Black would capture the corner with 8, but for his own part White would make a killing in the center and even have sente to land the finishing blow at 9.

But who's to second-guess a great player like Cho Hun Hyun? When all is said and done White 26 is still a brilliant knock-out punch to end the game. Black has his head handed to him on a platter. At the end of this figure Black also has to worry about his weak point at 'b'. That means he must act carefully here.

Figure 4 (141 - 178). A devastating win

Black 47. If at 48, White 'a' yields an equal result.

As far as I am concerned, the result in the upper left corner was the decisive factor in this game. Cho's brilliant play at 126 is the only other



Dia. 12

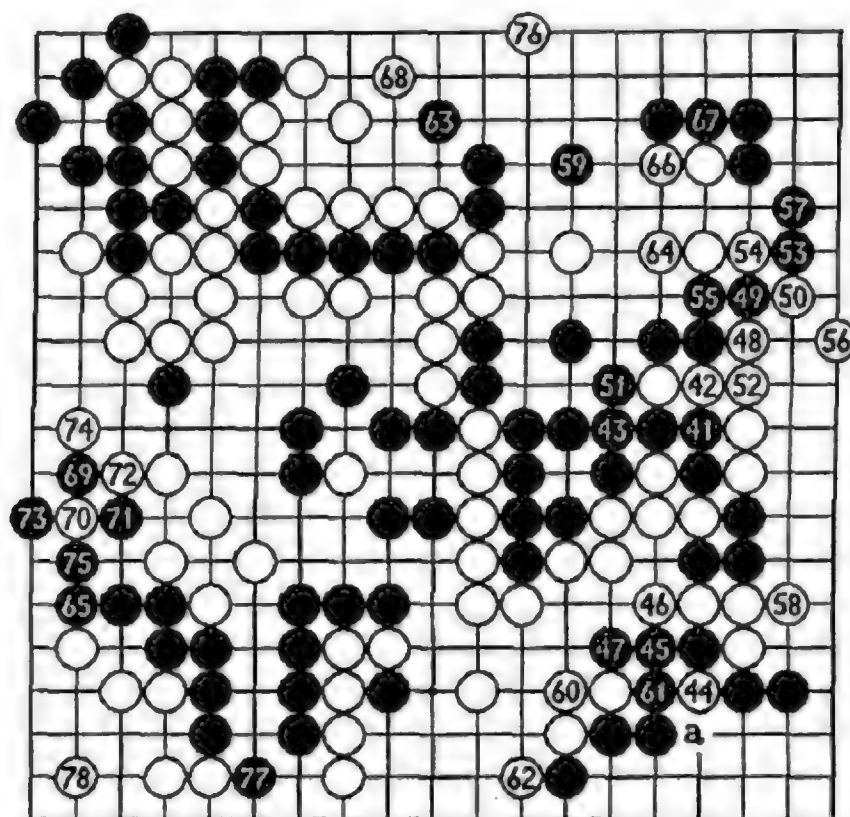


Figure 4 (141 - 178)

thing worth calling attention to.

With this win Cho Hun Hyun defended his Kukgi title for the 8th year in a row. That fact in itself must be intimidating for any challenger.

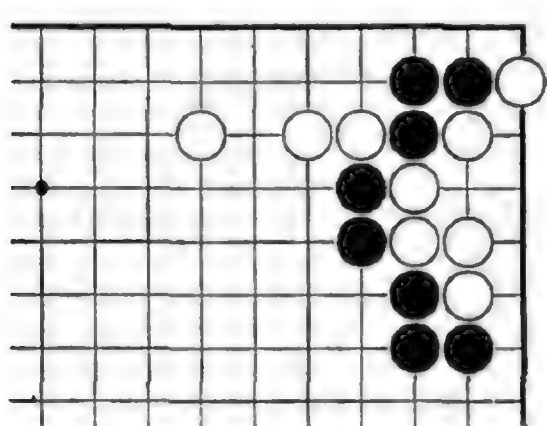
Black resigns after 178.

(*'Paduk'*, July 1984)

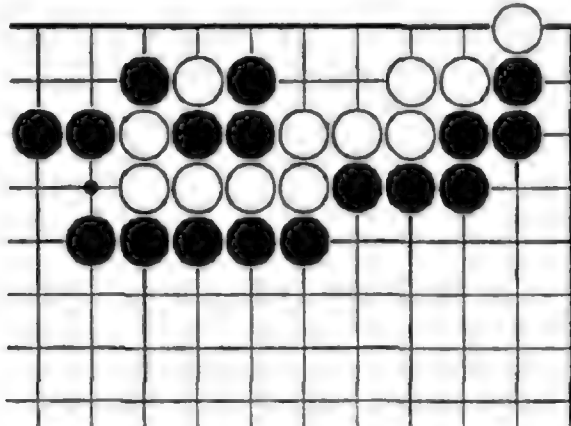
Basic Fighting Techniques

Miyazawa Goro 7-dan

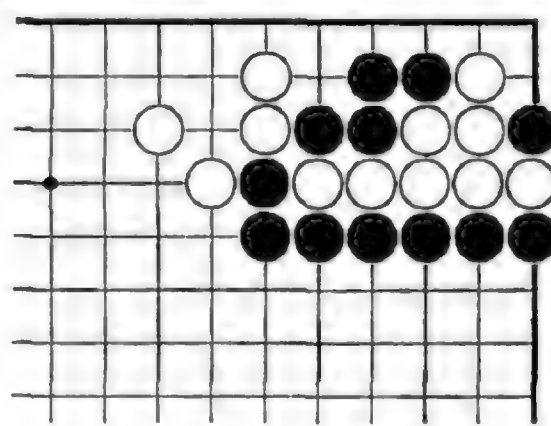
The three problems below all involve the same elementary tesuji, one which is one of the most basic fighting techniques in go. The problems are kyu level, but dan players may find them good practice also.



1. Black to play (7-kyu)



2. White to play (5-kyu)
Answers on page 42.

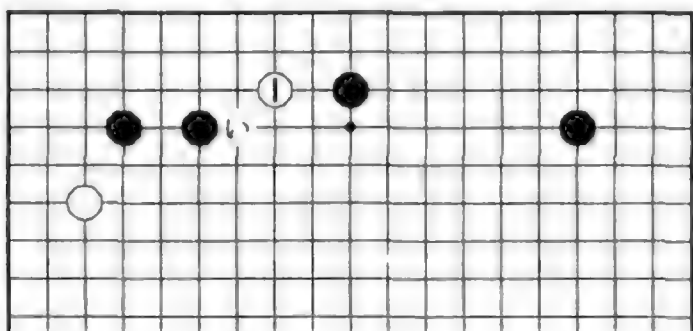


3. Black to play (7-kyu)

Practical Tactics and Tesujis

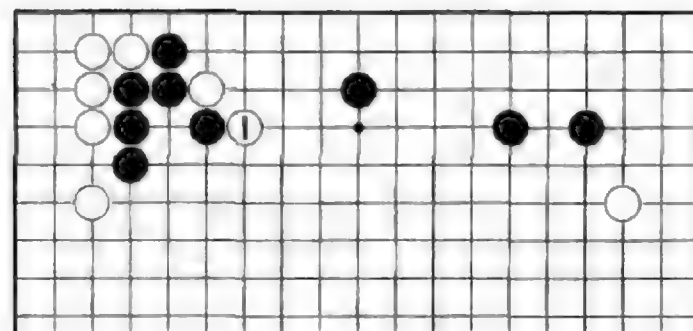
Rin Kaiho 9-dan

This series covers some problem points that come up constantly in actual play, especially in handicap games. In each case, Black is confronted with an important tactical decision which will determine whether he can take the initiative or will have to fight at a disadvantage. Previous articles in the series were published in GW 11, 12, 13, 14, 16, and 17.



1. Black to play

Instead of the usual attachment at 'a', White has made the deep invasion at 1. This is a bit of an overplay, but White is relying on his opponent's inexperience to get away with it. How should Black meet the challenge?

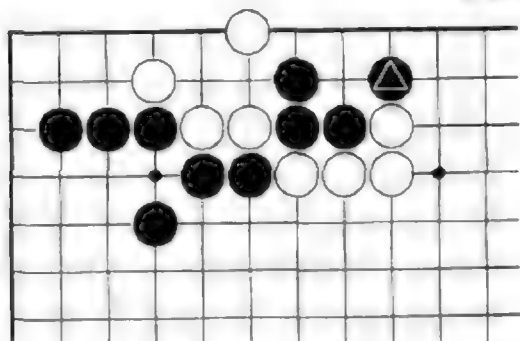


2. Black to play

There must be very few go players who haven't run into the white hane of 1 at one time or another and been puzzled as to how to deal with it properly. Involved here is an important tesuji with a wide range of applications.

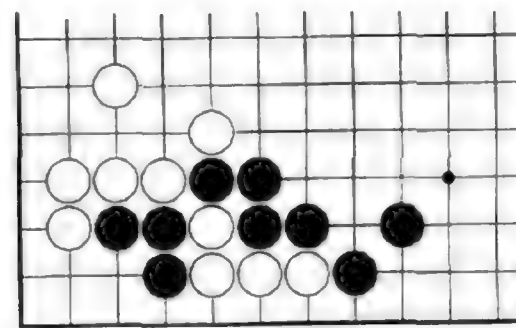
Answers on page 44.

How to Capture?



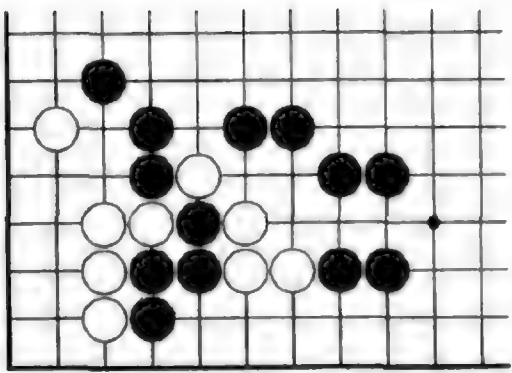
1. Black to play

1. Black has just played the marked stone. How can White win the semeai?

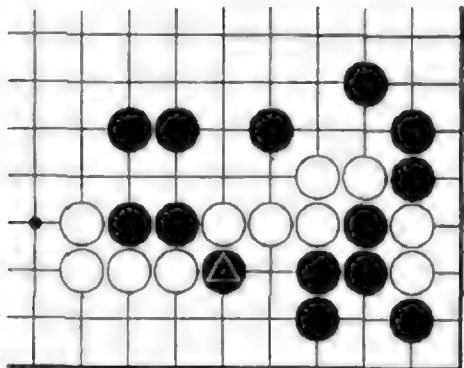


2. Black to play

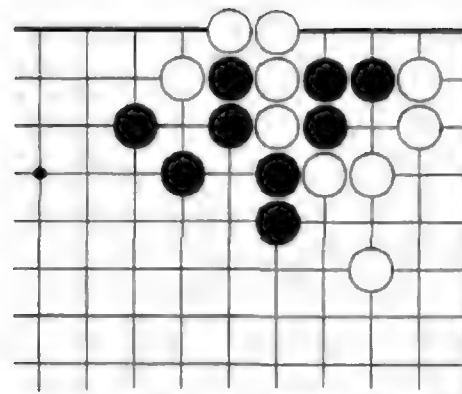
2. The semeai looks hopeless for Black, but where there's a will . . .



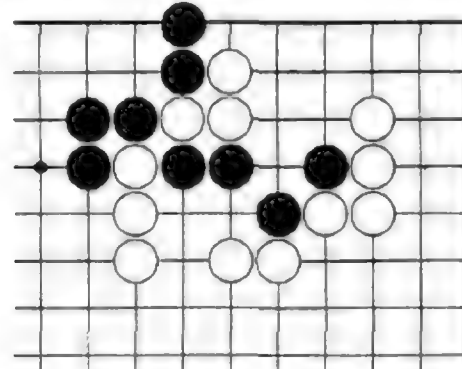
3. What is the best way for Black to save his four stones?



4. To save his five stones, White has to capture the marked black stone.



5. Can you find the tesuji for Black to win this semeai?



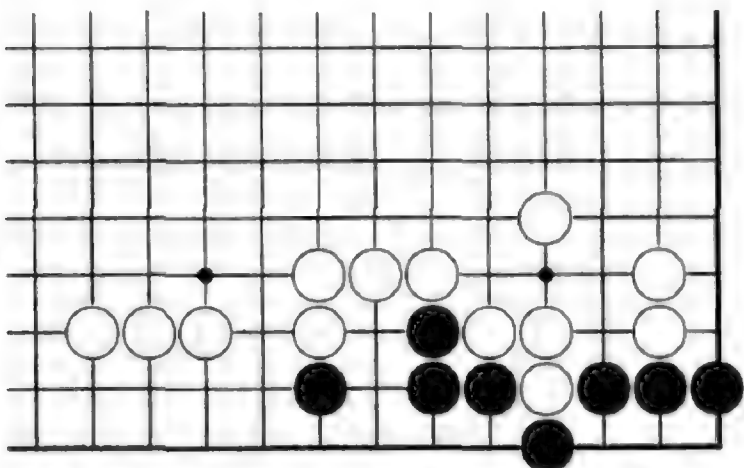
6. Black would like to capture the three white stones splitting Black into two.

Answers on page 46.

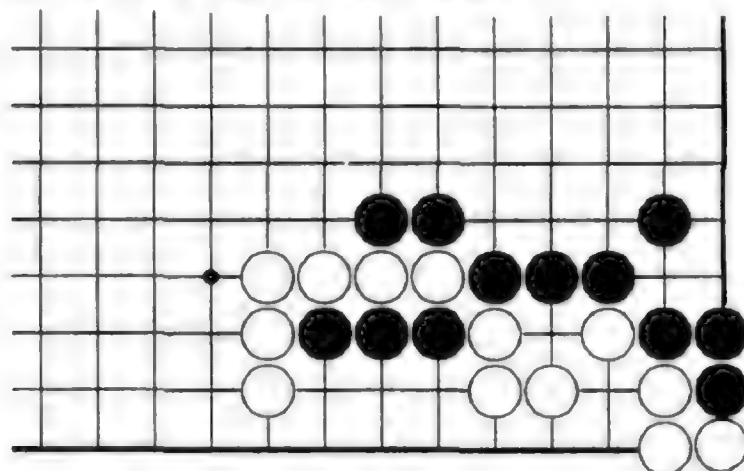
Tesuji Magic

Yamabe Toshiro 9-dan

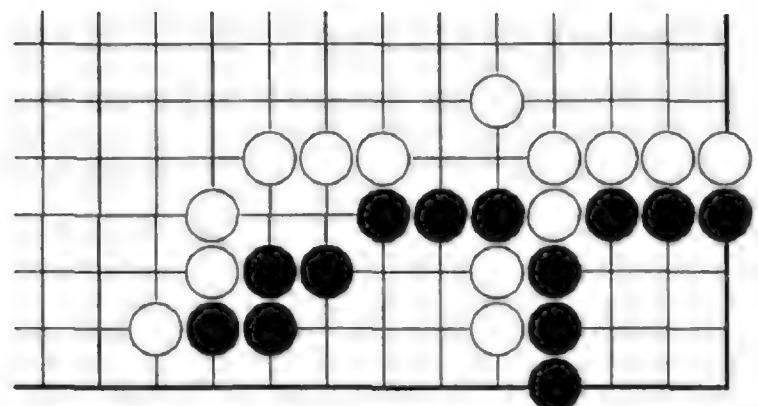
The tesuji problems below require a leap of the imagination to solve, but they should be within the reach of kyu-level players who are prepared to put their minds to solving them. If the obvious move doesn't work, try changing the timing.



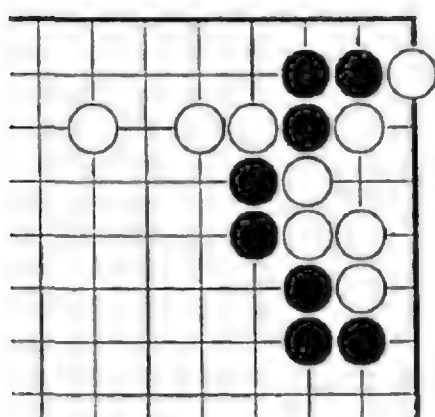
1. White to play. He can't touch Black's eye in the corner, so he has to do something about the eye on the left. Can he kill Black?



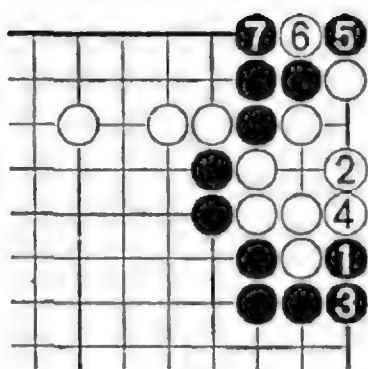
2. Black to play. Black can exploit a defect in White's shape to take some profit.



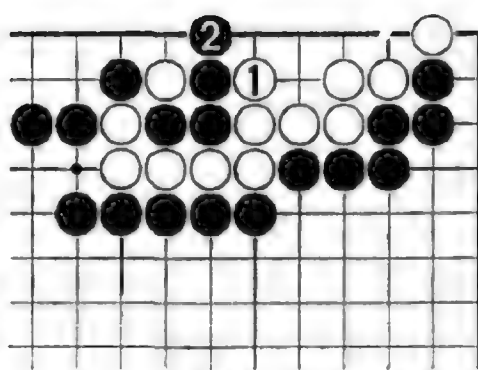
3. White to play. This is a rather strange shape. White seems to have too few liberties to do anything, but if you look hard enough there's a tesuji.



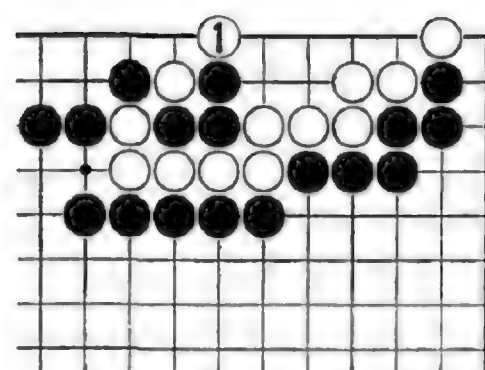
1. Black to play



Dia. 1: wrong



Dia. 1: wrong



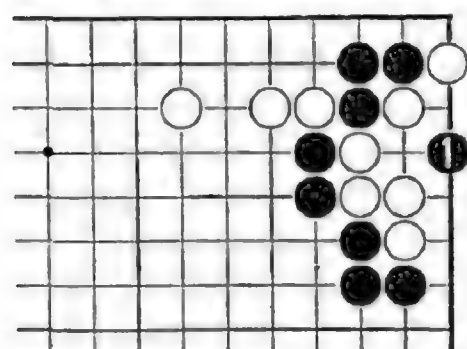
Dia. 2: the tesuji

The most important point is what kind of ko Black should set up.

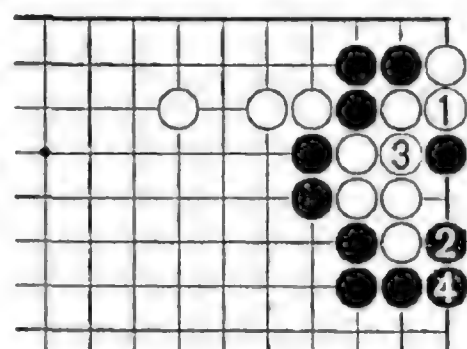
Dia. 1 (failure). The hane at 1 is bad. After White 2 etc., Black only gets a two-stage ko, which means that it will take him an extra move to finish it.

Dia. 2. Black must start out with the placement of 1.

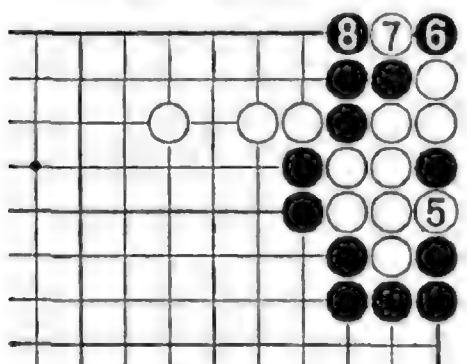
Dia. 3. White 1 and 3 are both forced. Next —



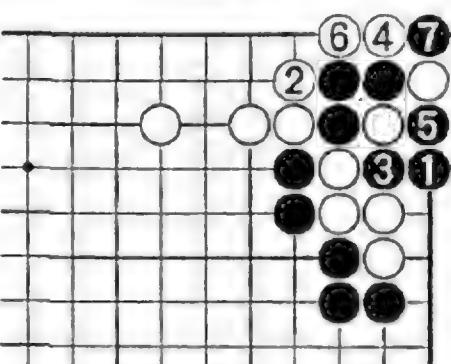
Dia. 2: correct



Dia. 3



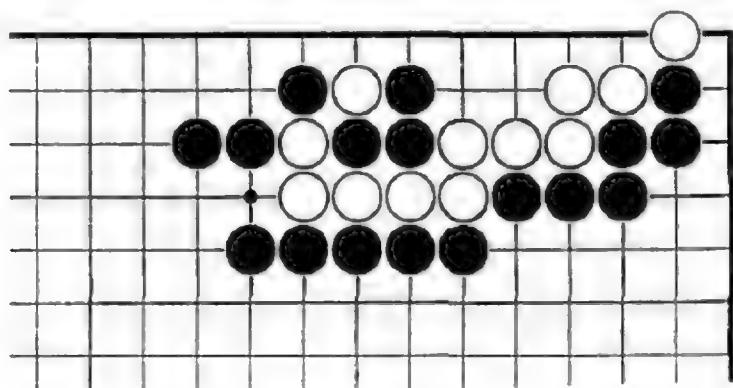
Dia. 4



Dia. 5

Dia. 4. White 5 is also forced. Black now gets an immediate ko ('hon-ko'), that is, one which he can finish off in one move.

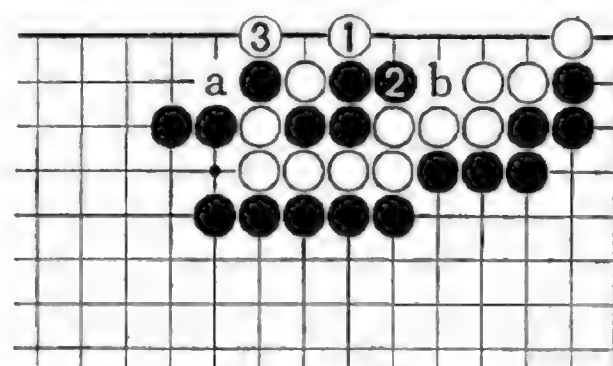
Dia. 5. (alternative). Even if White counters with 2 etc., we still get a ko after 7. If Black plays 3 at 5, White still gets a ko with 4.



2. White to play

The first move is crucial.

Dia. 1. White 1 is hopeless. After Black 2,



Dia. 5: ko

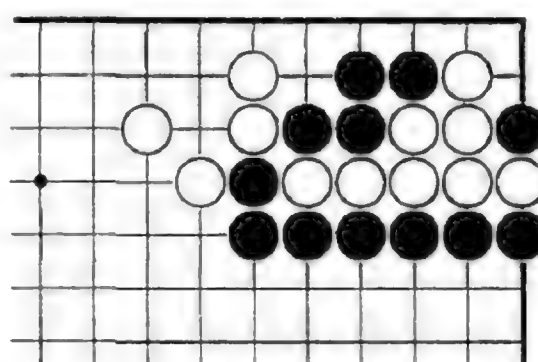
White has no aji and only one eye.

Dia. 2. White must give atari at 1. Next —

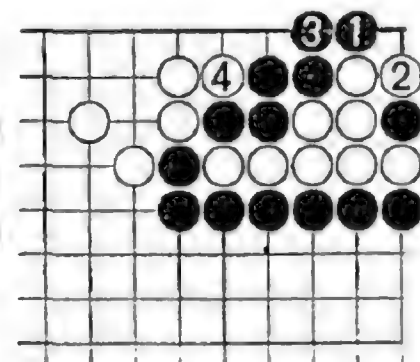
Dia. 3. If Black 1, White continues with 2 and 4, threatening to make two eyes.

Dia. 4. If Black stops the eye with 5, White gets his ko with 6.

Dia. 5. If Black plays 2 here instead of 1 in Dia. 3, White gets a different ko with 3. The idea is to force Black to play 'a', then to give atari at 'b'. The conclusion is that Black has no way of avoiding the ko.



3. Black to play

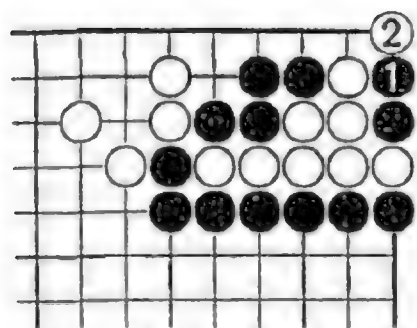


Dia. 1: wrong

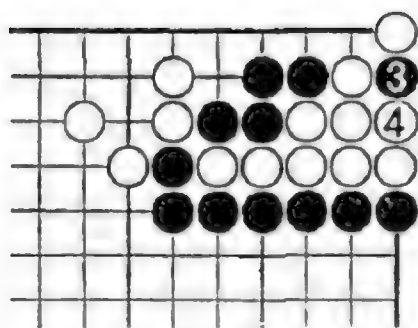
At first sight, a ko in this corner may seem improbable.

Dia. 1. The first task is to confirm that Black will lose the semeai if he hanes at 1. Sure enough, he runs out of liberties.

Dia. 2 (next page). The sacrifice move of 1 is a surprising tesuji.



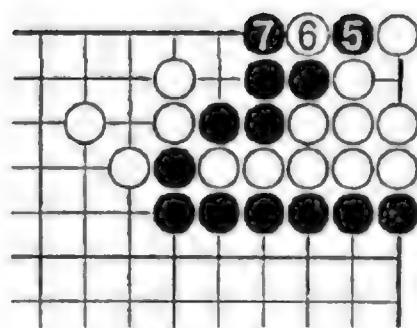
Dia. 2: the vital point



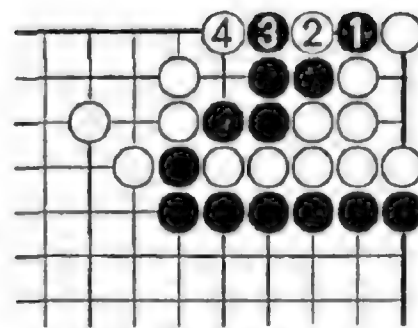
Dia. 3

Dia. 3. Black next throws in at 3 (his second move at this vital point). White 4 is forced.

Dia. 4. Black then gets his ko with the standard combination of 5 and 7.



Dia. 4: ko

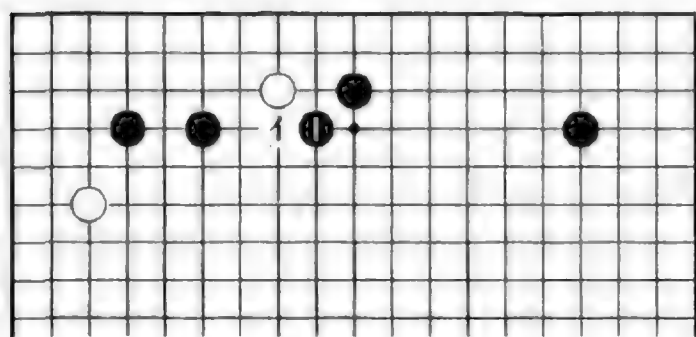


Dia. 5: wrong

Note that 3 in Dia. 3 is essential. Instead – Dia. 5. If Black throws in too early with 1, White wins the semeai outright with 4.

(‘Gekkan Go’, August 1979)

Practical Tactics and Tesujis: Answers Continued from page 40

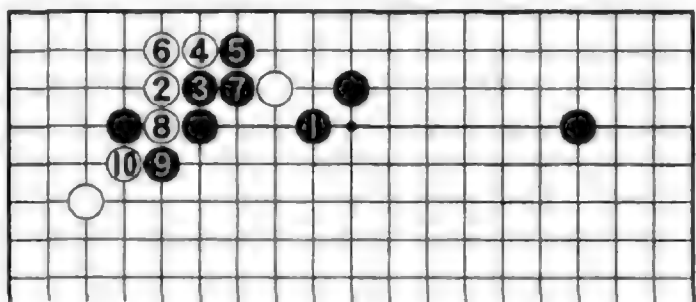


Dia. 1: correct

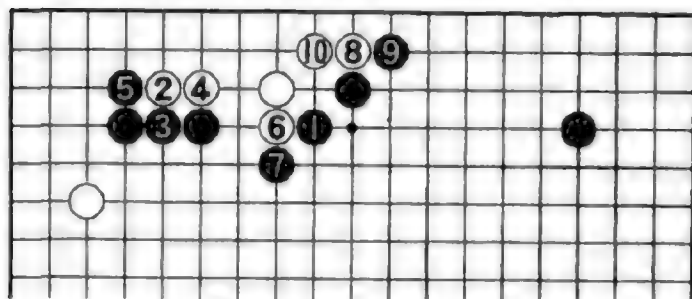
Pattern One

Dia. 1. The answer is quite simple: the kosumi at 1. Black ‘a’ is also possible, but I would like to recommend the kosumi. The problem is what happens after this.

Dia. 2. White’s natural follow-up is the peep at 2. Black 3 is the wrong answer. In the continuation to 10, Black suffers a severe setback in the corner.

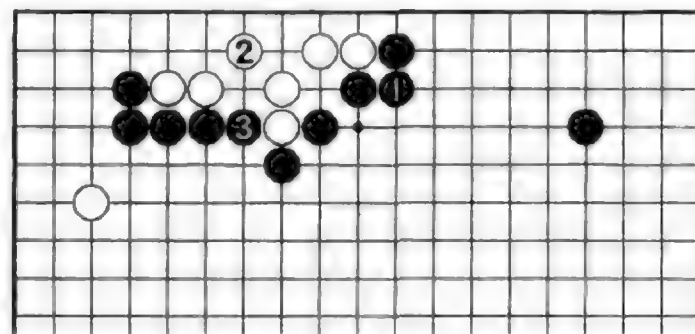


Dia. 2: wrong continuation



Dia. 3: correct

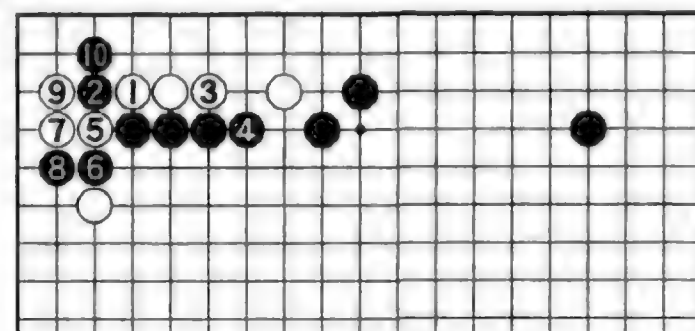
Dia. 3. Black should connect solidly at 3. If White 4, he must then block at 5. In other words, he should just try to keep things simple. Next –



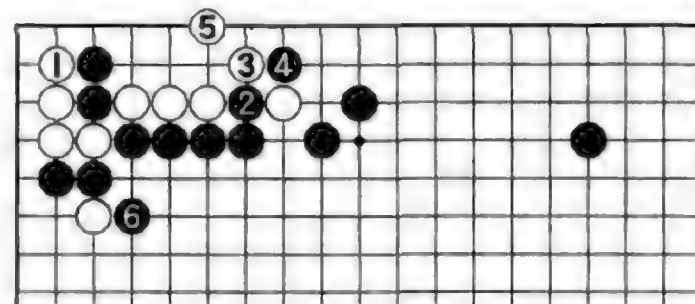
Dia. 4: good for Black

Dia. 4. Black continues by building thickness with 1 and 3. This result is of course good for him. It is not necessary to play 3 immediately, but investing a stone here seems worth it.

Dia. 5. If White extends at 1 (instead of 4 in Dia. 3), it is important to block at 2. If 3, Black 4 is the vital point. The moves to 10 follow, then –



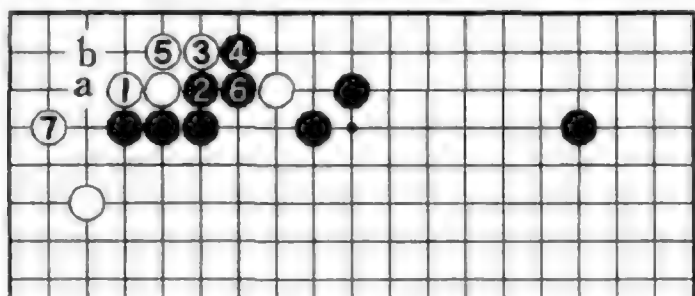
Dia. 5



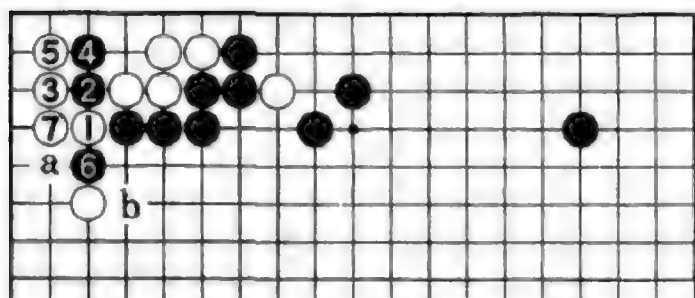
Dia. 6: very good for Black

Dia. 6. When White captures with 1, Black forces with 2 and 4, then reinforces with 6. It’s obvious that this result is very favourable for Black. In fact, a result in one corner like this would be enough to win the game.

Dia. 7. Blocking at 2 here instead of 2 in Dia. 5 is bad. After playing 3 and 5 in sente, White can connect underneath with the stylish tesuji of 7. If Black 'a', White counters with 'b'.

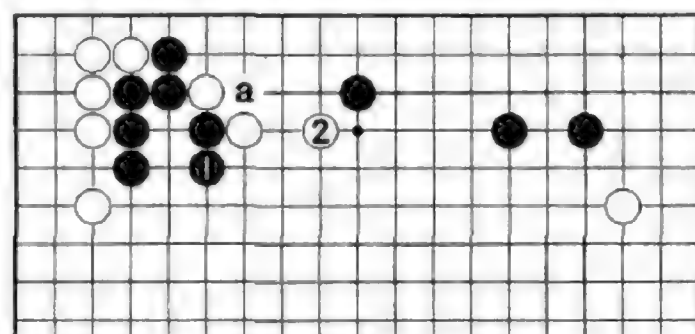


Dia. 7: wrong



Dia. 8: wrong for White

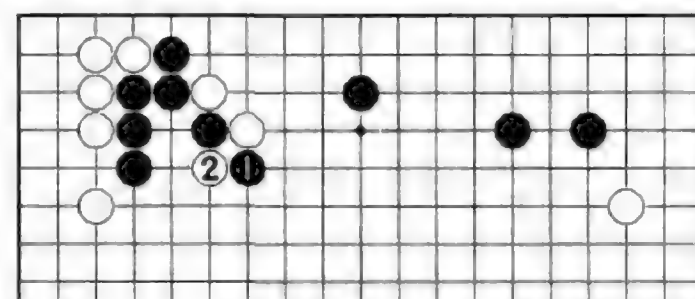
Dia. 8. White 1 instead of 7 in Dia. 7 is wrong. Black plays 2 and 4, then can leave for later the decision of whether to block at 'a' or to hane at 'b'.



Dia. 1: not the best

Pattern Two

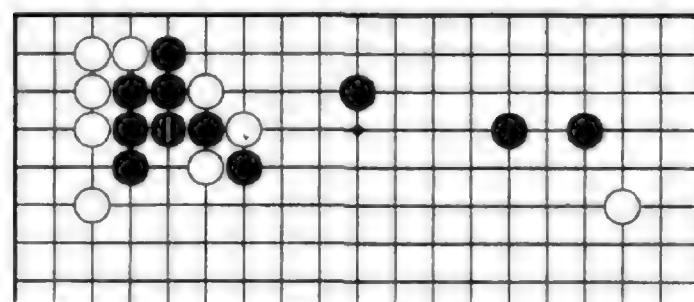
Dia. 1. The first thing Black must realize is that he should not try to capture the white stone on the third line. Extending at 1 in answer to White's hane is a calm move. It avoids complications but has the drawback of making it easy for White to settle himself. White gets good sabaki shape with 2. Even so, Black 1 is better than cutting at 'a'.



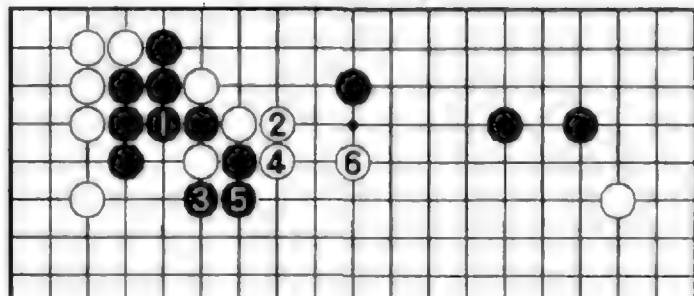
Dia. 2: correct

Dia. 2. Actually, the hane at 1 is the only move. White of course can cut at 2. It is Black's next move that is the key point in this pattern.

Dia. 3. Many players would connect at 1, but that makes dreadfully overconcentrated shape. Whatever happens, Black 1 is a move to be avoided.



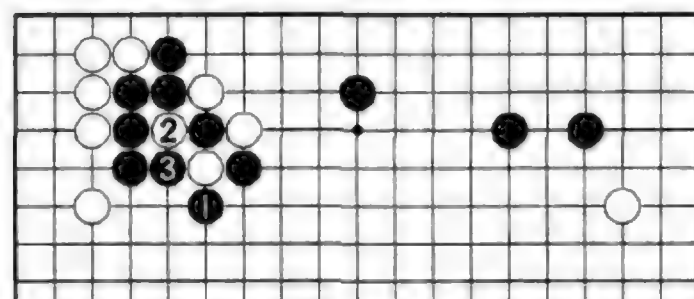
Dia. 3: awful



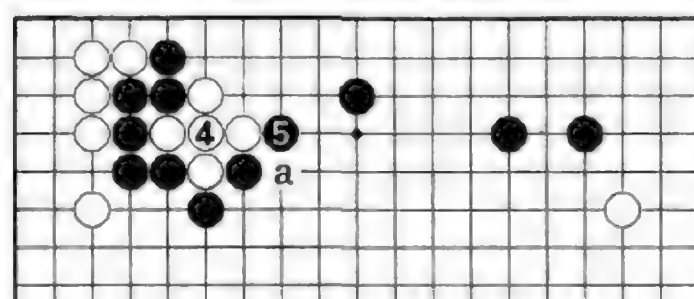
Dia. 4: bad for Black

Dia. 4. This is one probable continuation after Dia. 3. White makes excellent shape and moves out into the centre. In contrast, Black gets poor shape and his group is not completely secure.

Dia. 5 Countering White's atari with another atari is an important tesuji. Whatever happens now, Black can't do badly. The counter-atari is a tesuji which should be in the repertoire of every player. If White 2, Black plays 3, then —



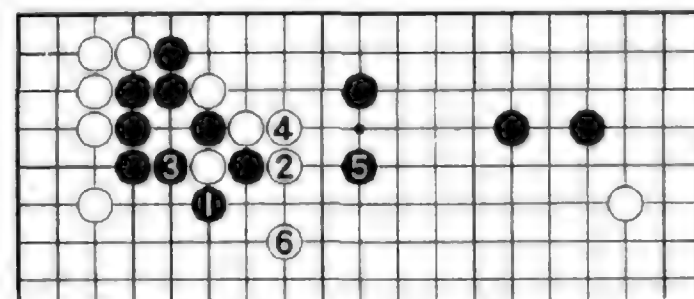
Dia. 5: the tesuji



Dia. 6: disaster for White

Dia. 6. If White connects at 4, Black 5 is very severe. White is quickly running out of breathing space. However, if you feel too timid to play at 5, even extending at 'a' gives Black a satisfactory result.

Dia. 7. White therefore would have to counter with 2 so that he can move out into the centre, but

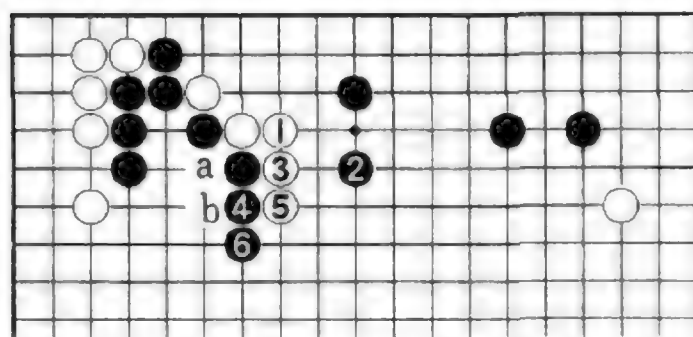


Dia. 7: good for Black

Black will be quite happy to make a ponnuki. He then chases White out with 5 while building up his top area.

Dia. 8. The same logic applies if White extends at 1 without giving atari. Black chases White out with 2; if White 'a', Black plays 'b' as before, so White will have to come out with 3 and 5. This is another good result for Black.

('Gekkan Gogaku', December 1978 & March 1981)



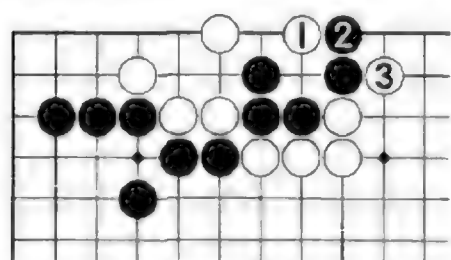
Dia. 8: also good for Black

How to Capture?: Answers Continued from page 41

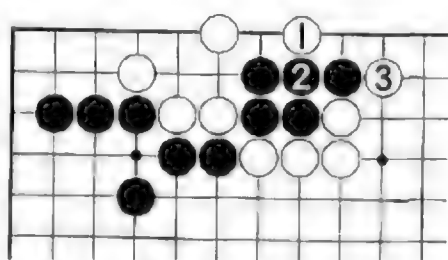
Answer to Problem 1

Dia. 1. The placement at 1 is a famous tesuji. Black has no answer. If Black 2, White plays 3 and wins the fight by one move.

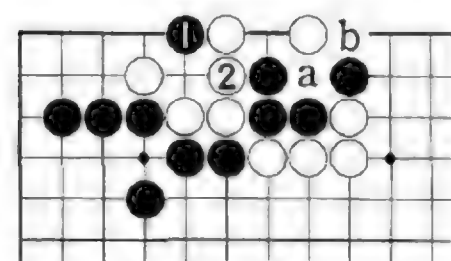
Dia. 2. If Black connects at 2, White hanes at 3 and is still ahead in the semeai.



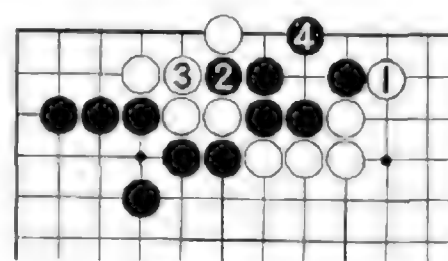
Dia. 1



Dia. 2



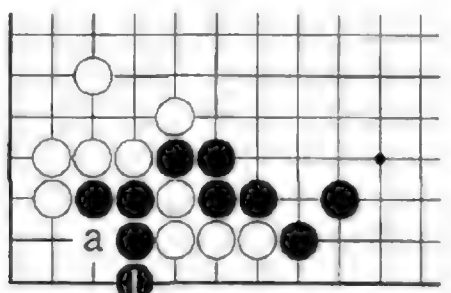
Dia. 3



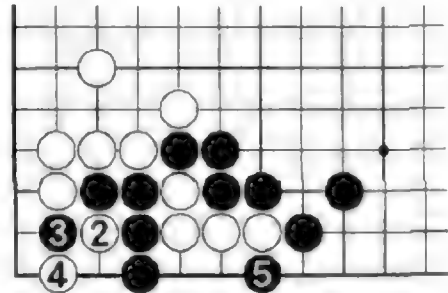
Dia. 4

Dia. 3. If Black tries to get tricky and attaches at 1, White just connects at 2. Black was hoping for White 2 at 'a', as then Black 'b' would capture two stones.

Dia. 4. White 1 is too slow. Black forces with 2, then makes an eye with 4. He now wins the fight, one eye versus none (me-ari me-nashi).



Dia. 1

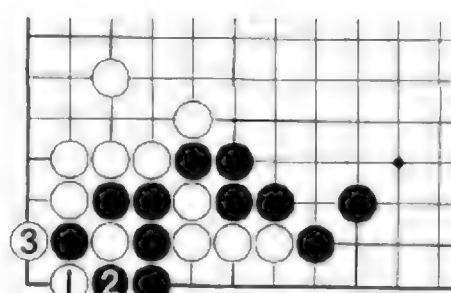


Dia. 2

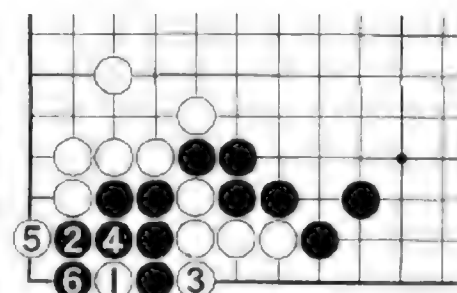
Answer to Problem 2

Dia. 1. Black 1 is the correct answer, but the problem is how should Black answer White 'a'.

Dia. 2. If White 2, Black cuts at 3, then plays 5. He wins. Instead of 5 —



Dia. 3

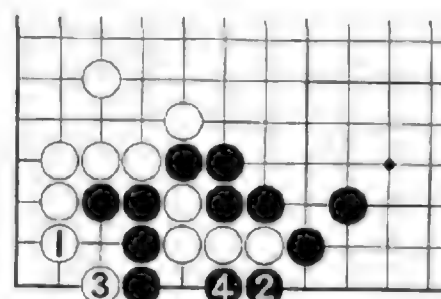


Dia. 4

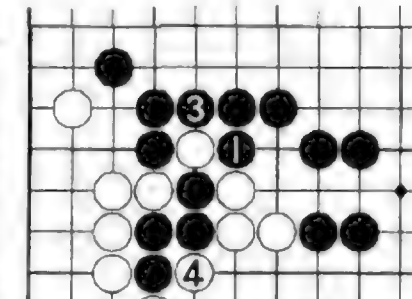
Dia. 3. If Black captures at 2, he falls into a trap, as White gets a ko with 3.

Dia. 4. White 1 would work if the position were further out from the corner, but in the corner it fails, as White can't give atari.

Dia. 5. Note that when White just plays 1 and 3, he gets as much territory as in Dia. 2.



Dia. 5



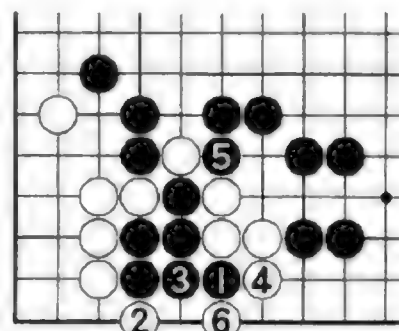
Dia. 1

Answer to Problem 3

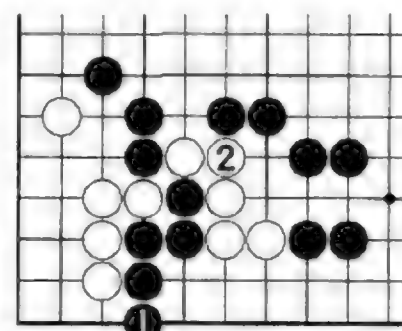
Dia. 1. Saving the four black stones is easy enough. Black 1 does the job, but it lets White link up underneath.

Dia. 2. Likewise, the hane at 1 shows too much consideration for the opponent.

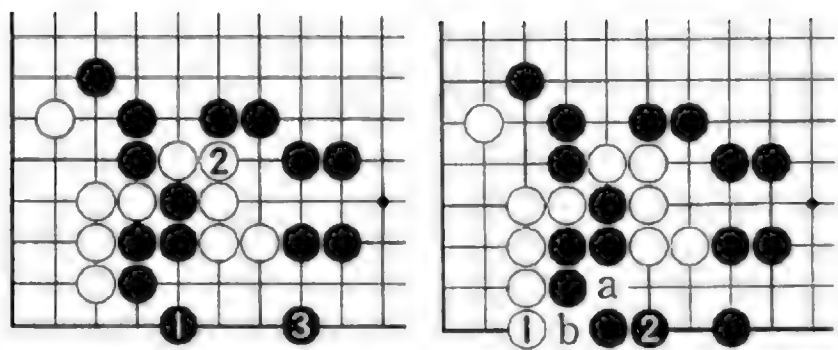
Dia. 3. Black 1 is out of the question: Black



Dia. 2



Dia. 3



Dia. 4

Dia. 5

can't link up to his own stones and he loses the fight after 2.

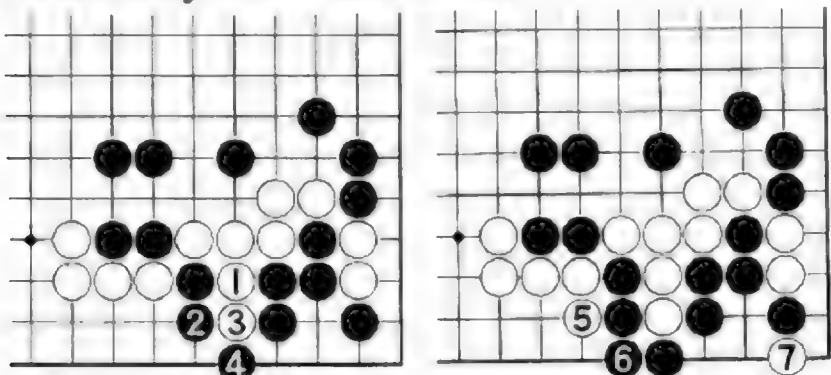
Dia. 4. Black 1 is the tesuji. If White 2, Black nimbly links up along the edge with 3.

Dia. 5. If next White 1, Black maintains his connection with 2. Note that if White now throws in at 'a', Black must answer at 'b'.

Answer to Problem 4

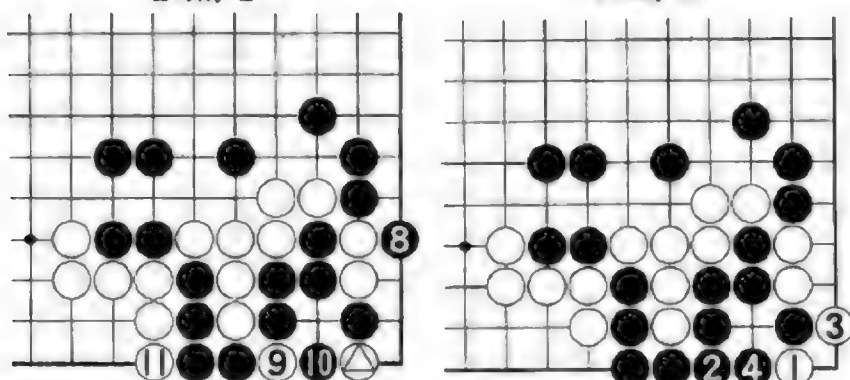
Dia. 1. White has to capture the key stone separating him from his allies, so he starts with 1 and 3. After 4 –

Dia. 2. The crucial point comes after 6: White 7 is the only move that works.



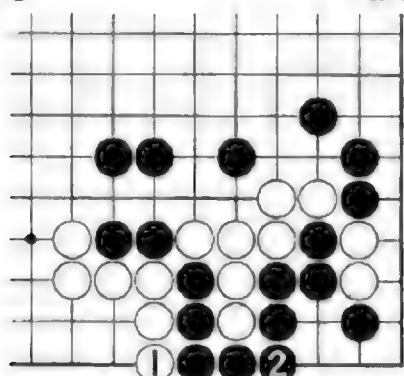
Dia. 1

Dia. 2



Dia. 3

Dia. 4



Dia. 5

Dia. 3. If Black 8, White throws in at 9. Black cannot connect in answer to 11, thanks to the marked stone.

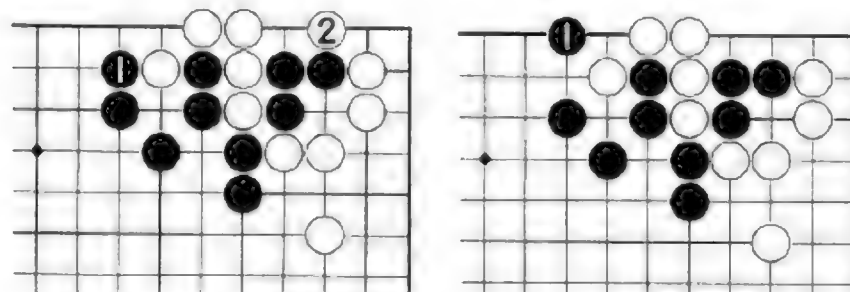
Dia. 4. Black 2 is the strongest counter, but White gets a ko and it is his turn to take first.

Dia. 5. Simply giving atari at 1 destroys the aji and loses the white stones.

Answer to Problem 5

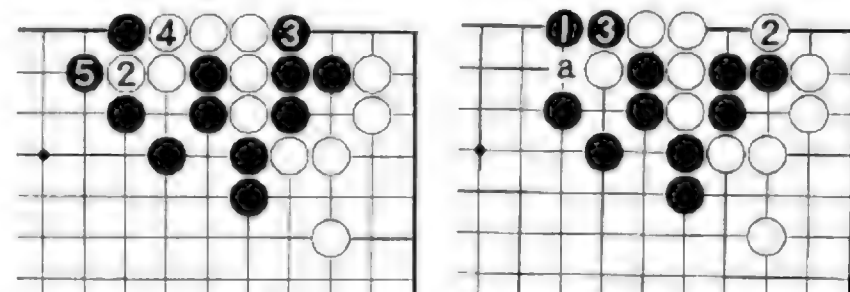
Dia. 1. If Black 1, White wins the semeai with 2. Black has to do better than this.

Dia. 2. The peep on the first line at 1 is the tesuji.



Dia. 1

Dia. 2



Dia. 3

Dia. 4

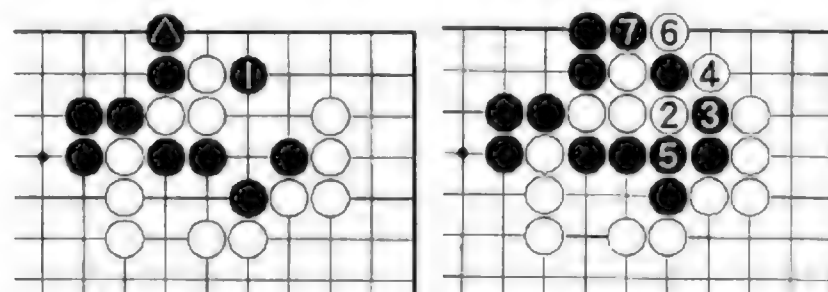
Dia. 3. If White 2, Black attacks from the inside with 3 and wins.

Dia. 4. White 2 is also useless. If White plays 2 at 3, Black fills in a liberty at 'a' and wins.

Answer to Problem 6

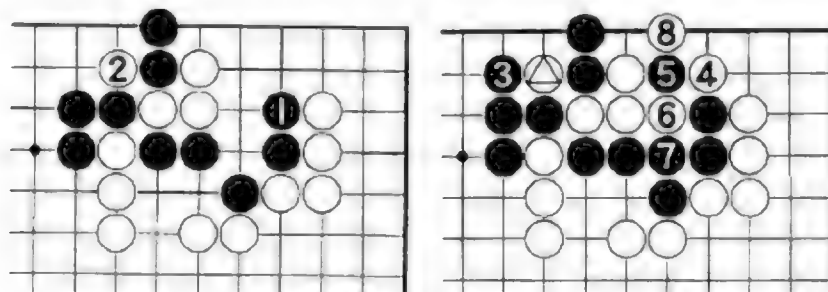
Dia. 1. Black 1 is the only move. It makes good use of the marked black stone.

Dia. 2. If White 2, Black is able to capture.



Dia. 1

Dia. 2

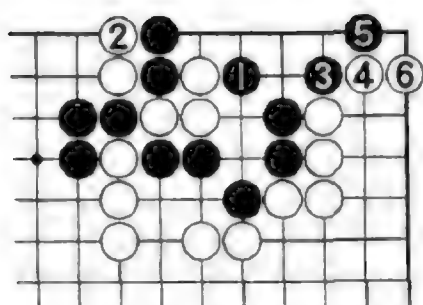


Dia. 3

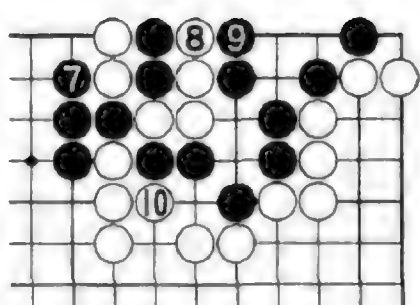
Dia. 4

Dia. 3. Black 1 might look as if it will get the same result by transposition, but since White has that extra liberty, he has time to throw in a cut at 2.

Dia. 4. Black 3 is forced, but now Black can't give atari at the left of 8, so White gets away.



Dia. 5.



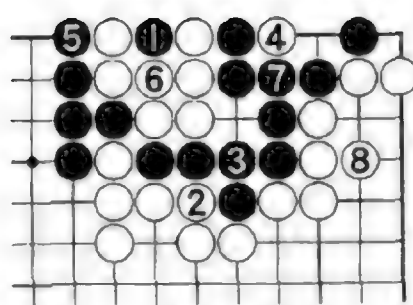
Dia. 6

Instead of 3 —

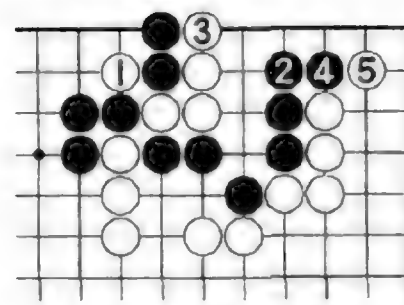
Dia. 5. Black could think of trying to make it a semeai with 1 etc., but —

Dia. 6. After White 10, Black can never give atari. To continue —

Dia. 7. Black must throw in at 1. The result



Dia. 7



Dia. 8

after 8 is a seki.

Dia. 8. Descending at 2 is a mistake. Black fails to get an eye, so he is doomed to lose the semeai.

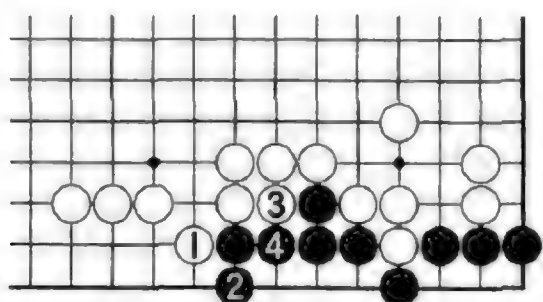
(From a supplement to 'Igo Club', December 1984)

Tesuji Magic: Answers Continued from page 42

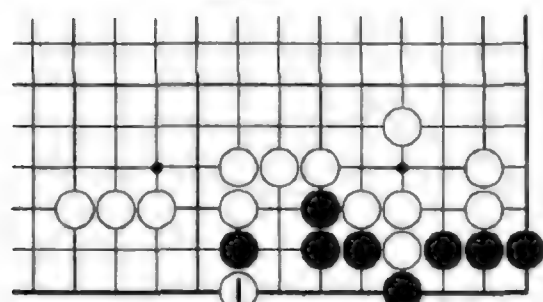
Answer to Problem 1

Dia. 1. White 1 of course fails miserably. Black easily gets his second eye.

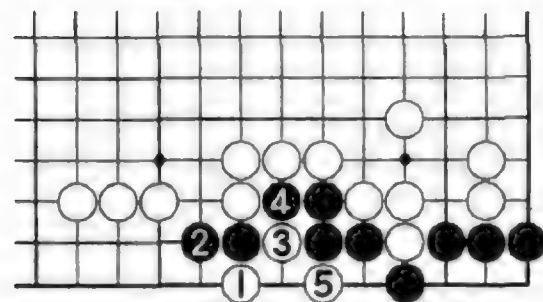
Dia. 2. The attachment at 1 looks more like a tesuji.



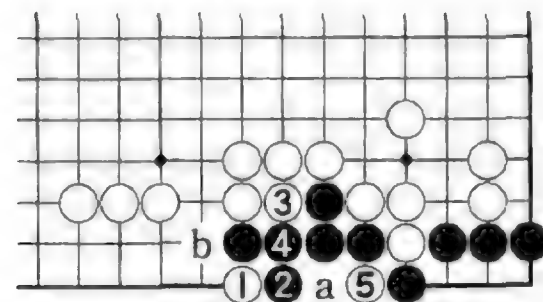
Dia. 1



Dia. 2: correct



Dia. 3



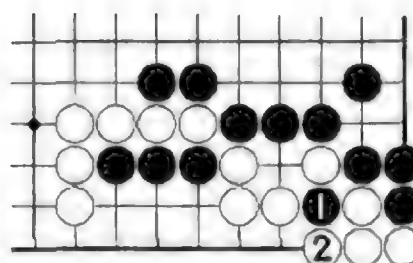
Dia. 4

Dia. 3. If Black 2, White gets a ko with 3 and 5. This is the correct answer.

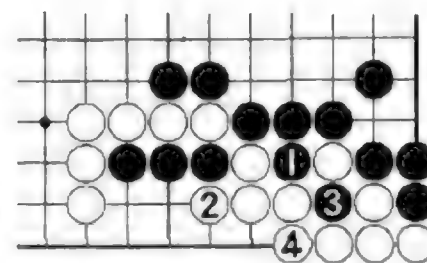
Dia. 4. If Black answers on the inside, White kills him with 3 and 5 — if next Black 'a', White 'b'.

Answer to Problem 2

Dia. 1. Black starts with the throw-in at 1.



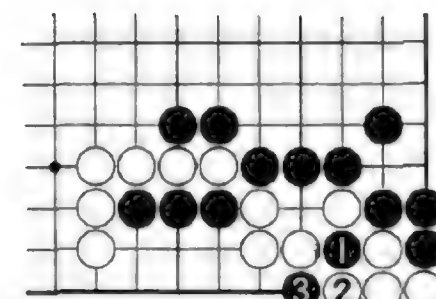
Dia. 1: correct



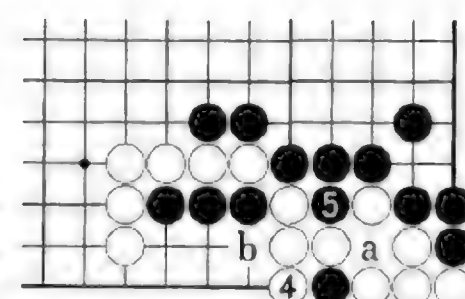
Dia. 2: wrong

Dia. 2. But continuing with atari at 1 is wrong, as that gives White the chance to save himself with 2 and 4.

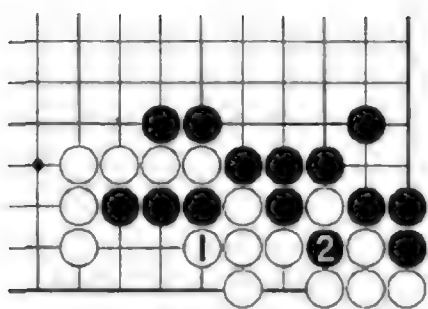
Dia. 3. The correct follow-up is the atari at



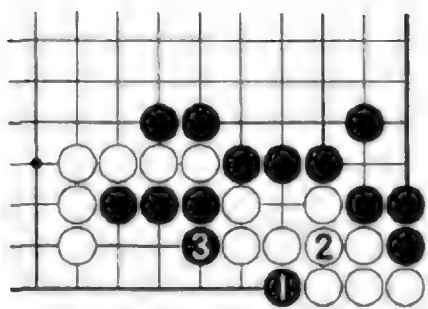
Dia. 3: the tesuji



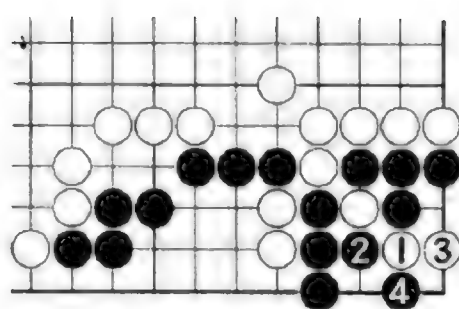
Dia. 4



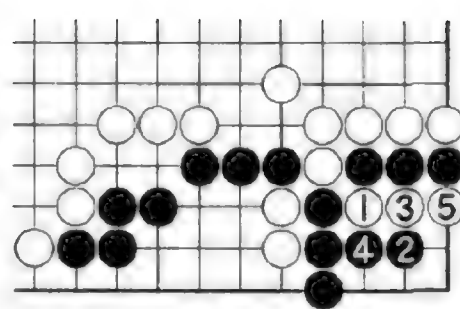
Dia. 5



Dia. 6



Dia. 7: wrong



Dia. 8: sacrifice

3. Next —

Dia. 4. When White captures at 4, Black gives atari at 5. White cannot connect at 'a' because of Black 'b', so —

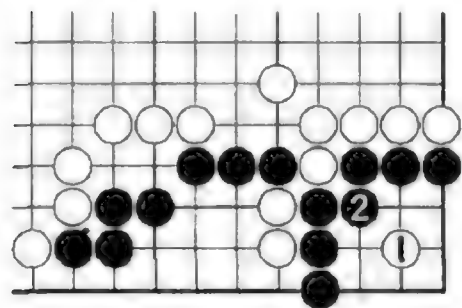
Dia. 5. White has to play 1 here, giving Black the ko at 2. This is the correct answer.

Dia. 6. If White connects at 2, he loses the semeai after Black 3.

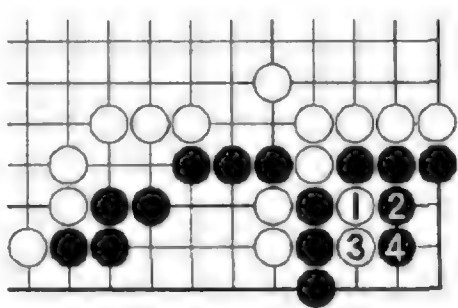
Answer to Problem 3

Dia. 1. White 1 is, of course, useless.

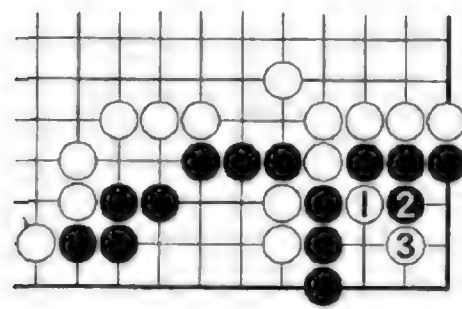
Dia. 2. White 1 is correct, but 3 is the wrong continuation.



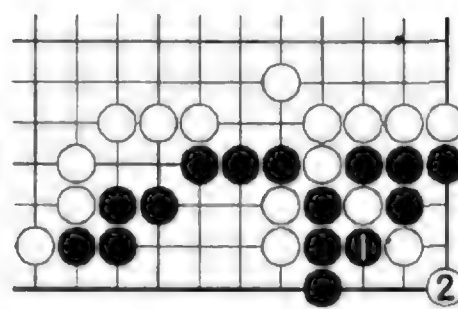
Dia. 1: wrong



Dia. 2: wrong



Dia. 3: correct



Dia. 4: the tesuji

Dia. 3. The hane at 3 is the key move.

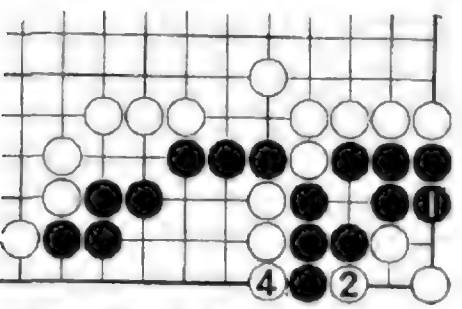
Dia. 4. After Black 1, White plays 2 in the corner. Whatever Black does, White can now get a ko.

Dia. 5. If Black 1, White plays 2. After ignoring a ko threat, White 4 makes it an immediate ko.

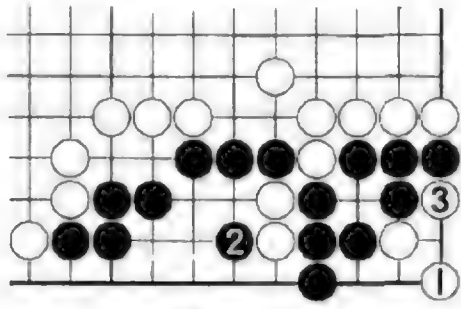
Dia. 6. If Black answers at 2, White still gets a ko with 3.

Dia. 7. White 3 leads nowhere after Black 4.

Dia. 8. The only way Black can avoid the ko is



Dia. 5 3: ko threat

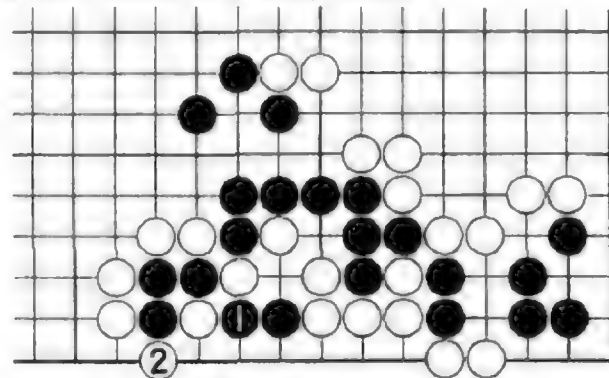


Dia. 6: ko

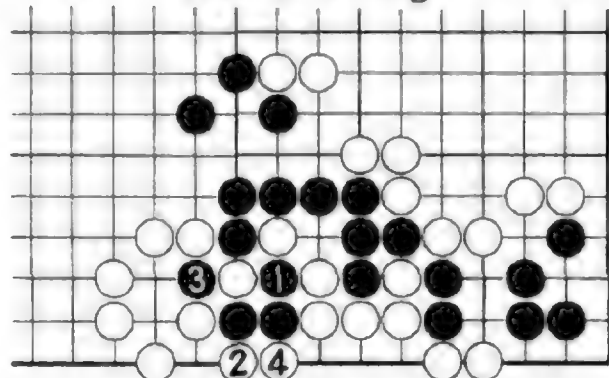
to sacrifice three stones.

Answer to Problem 4

Dia. 1. Black 1 is the wrong cut: White just captures the three stones, then —



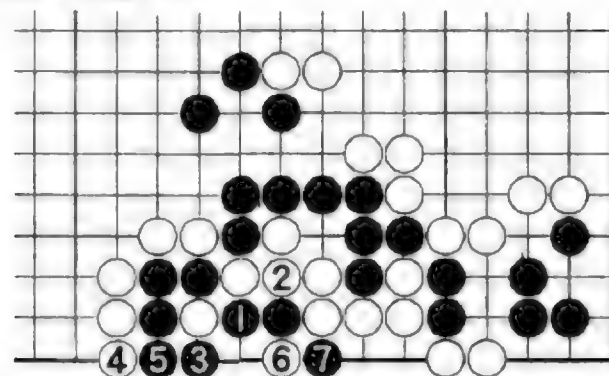
Dia. 1: wrong



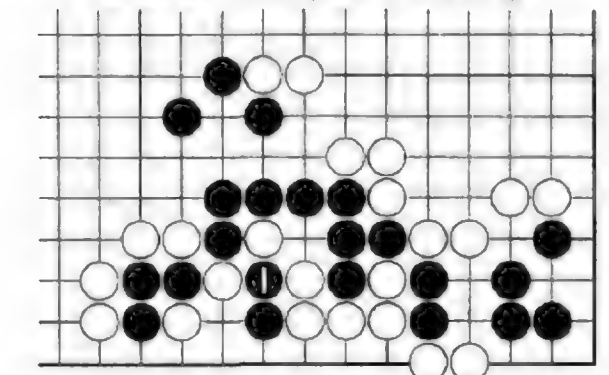
Dia. 2

Dia. 2. Answers Black 1 with 2 and 4, saving his stones to the right.

Dia. 3. Perhaps Black expected White to answer at 2, but that was wishful thinking. After 3 to 7, Black wins the semeai, but of course White will follow Dia. 2.

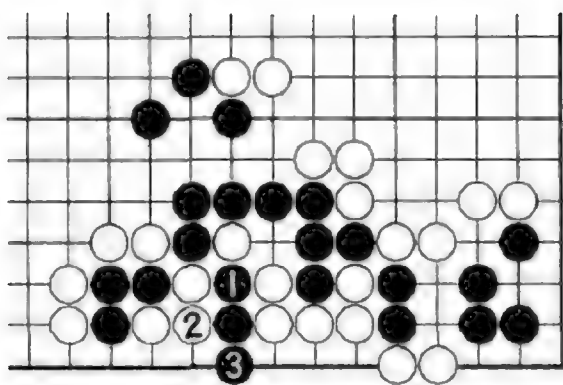


Dia. 3: wishful thinking



Dia. 4: correct

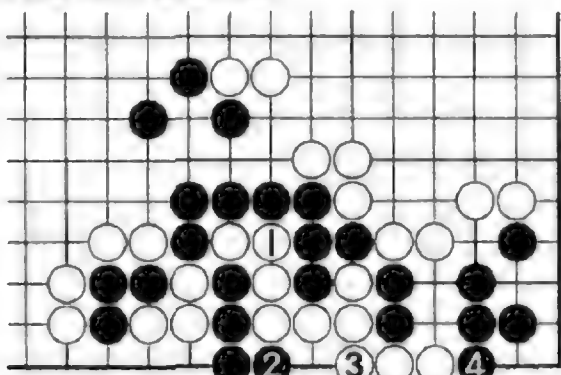
Dia. 4. Black 1 is the right cut.



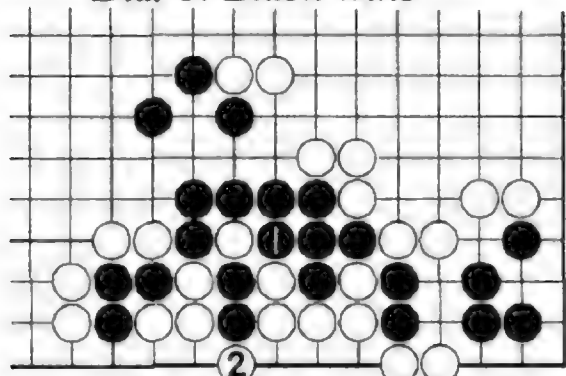
Dia. 5

Dia. 5. If White 2, Black descends at 3 and White can't give atari.

Dia. 6. If White connects at 1, Black plays 2 in sente, then fills in a liberty on the outside at 4. He wins the semeai.



Dia. 6: Black wins



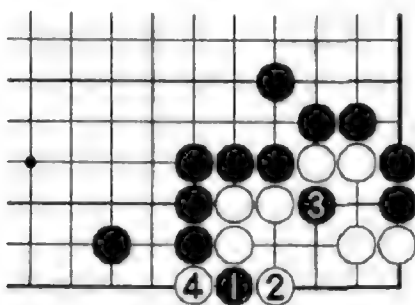
Dia. 7: wrong

Dia. 7. Therefore, Black 1 here is an unnecessary compromise.

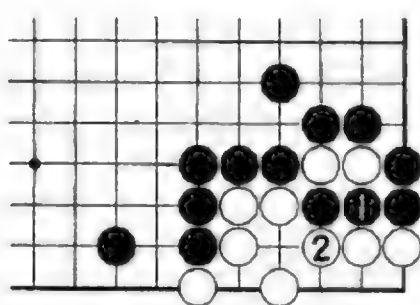
Answer to Problem 5

Dia. 1. Black 1 fails to kill White. The double atari at 3 might look good, but White captures at 4, then —

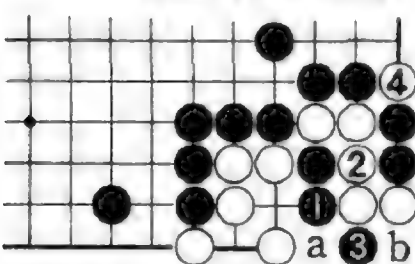
Dia. 2. Sacrifices two stones to secure life. Instead of 1 —



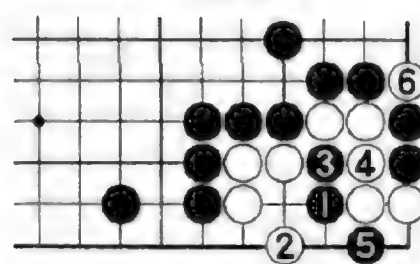
Dia. 1: wrong



Dia. 2



Dia. 3: wrong

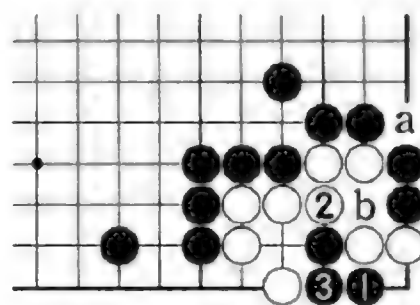


Dia. 4

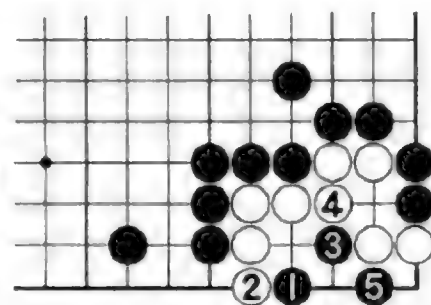
Dia. 3. If Black 1 here, White saves his two stones with 2. If Black 3, White captures at 4. If next Black 'a', White gives atari at 'b' and lives.

Dia. 4. The contact play at 1 looks like a tesuji, but White 2 is a good answer. If Black 3, we get the same result as in Dia. 3. Instead of 3 —

Dia. 5. Black 1 here is better, as at least it gets a seki (after Black 'a', White 'b'), but this is still not the right answer.



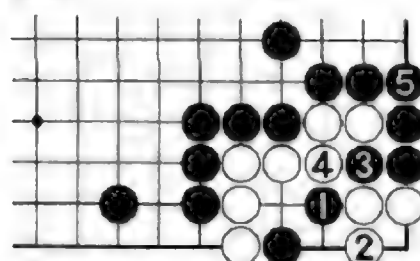
Dia. 5: wrong



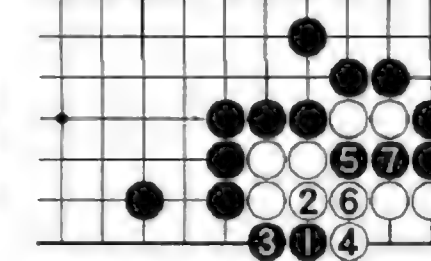
Dia. 6: the tesuji

Dia. 6. The placement at 1 is the first step. If White 2, Black reduces White to one large eye with 3 and 5. (If Black 3 at 4, White lives with 3.) Instead of 4 —

Dia. 7. If White 2 here, Black still kills him with 3 and 5, as White can't give atari on either side.



Dia. 7



Dia. 8

Dia. 8. White 2 does not save White.

Dia. 9. Nor does White 2 here.

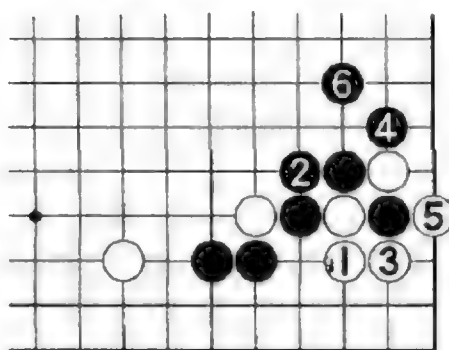
('Let's Go', April 1984)

Continued from page 51

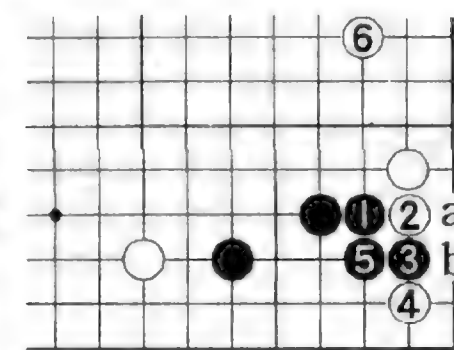
Dia. 4. The result to 6 is good for Black.

Dia. 5. Black 1 is second-best but gives a reasonable result. Black can be satisfied if he can play 'a' later. Black 5 at 'b' is risky.

('Let's Go', February 1984)



Dia. 4: good for Black



Dia. 5: second-best

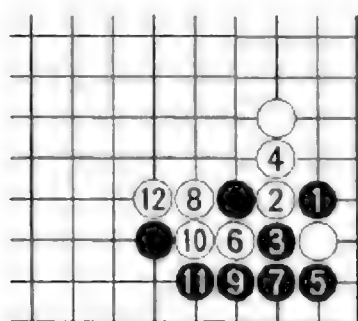
Three Trick Moves: Answers

Continued from page 42

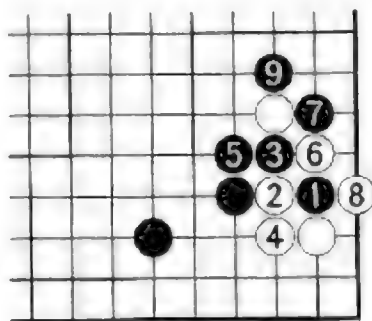
Answer to Problem 1

Dia. 1. Black 1 is the move White is hoping for. White wedges in at 2, then if Black 3, plays for the exchange up to 12. White's thickness makes this result favourable for him.

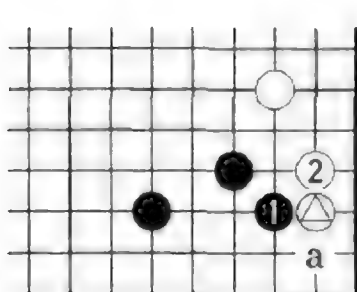
Dia. 2. If Black gives atari on the outside with 3, White takes the corner profit. Black gets outside thickness, but White can play a ladder block in the diagonally opposite corner. This result is also good for White.



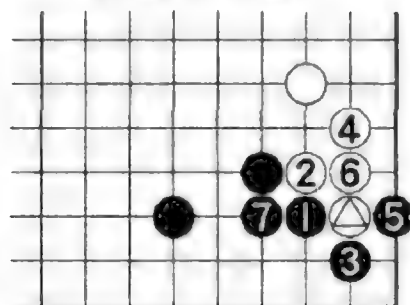
Dia. 1: bad



Dia. 2: bad



Dia. 3: correct



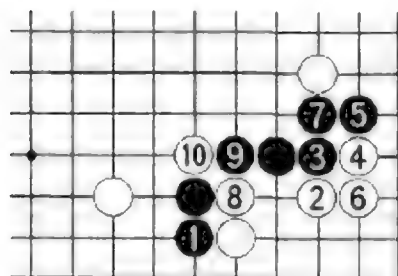
Dia. 4

Dia. 3. The calm and steady move at 1 is the best answer. White has to play 2, so we get back to an ordinary shape. At this stage in the fuseki, there should be plenty of big moves elsewhere, so Black need not block at 'a'. White will now feel stupid for having played such a small move as the marked stone so early in the game.

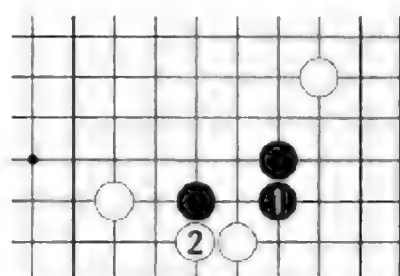
Dia. 4. If White 2, Black should hane at 3. This also reverts to a standard joseki (i.e. White 2, Black 1, then the marked white stone). Black can be satisfied with strengthening his corner up to 7.

Answer to Problem 2

Dia. 1. If Black gets angry and intercepts at 1, White not only lives in his corner but also makes



Dia. 1: trouble



Dia. 2: timid

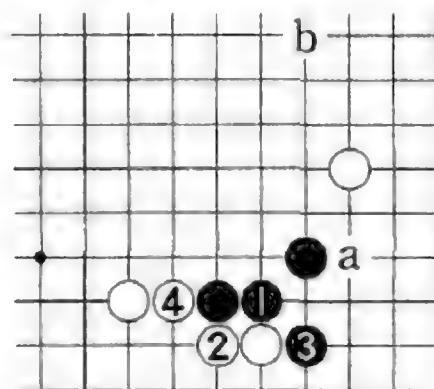
a very troublesome cut at 10.

Dia. 2. On the other hand, Black 1 is too timid. Black does better than in Dia. 1, but he still loses most of his corner territory.

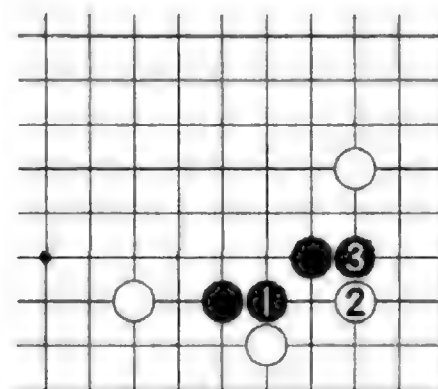
Dia. 3. Black 1 is correct. If White retreats with 2 and 4, Black can be satisfied. Next, he can play 'a' if he wants to secure the corner, but attacking with 'b' is also an excellent move.

Dia. 4. If White invades the corner with 2, Black must block at 3. Next –

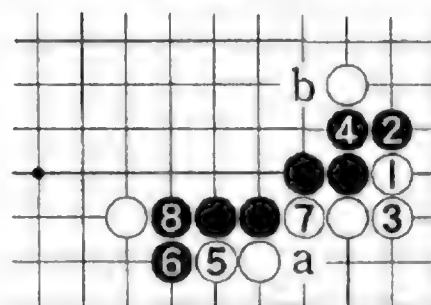
Dia. 5. White can live in the corner, but Black gets ample compensation in outside thickness. After 8, the two white stones clinging to the black wall look a little silly. If White 5 at 'a', Black hanes at 'b'.



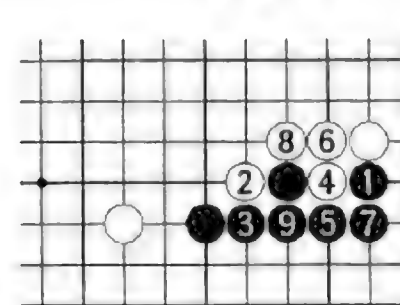
Dia. 3: correct



Dia. 4



Dia. 5

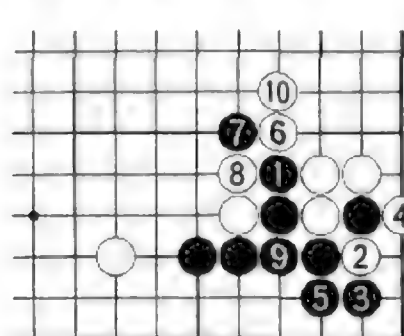


Dia. 1: wrong

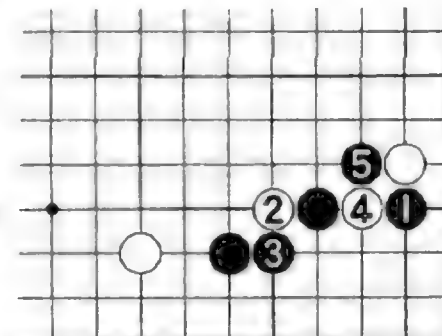
Answer to Problem 3

Dia. 1. If Black 1, White hits him with the 2–4 combination. If Black tries to keep the corner with 5, White gets an ideal result to 8.

Dia. 2. If Black plays 1 here instead of 7 in Dia. 1, White takes a lot of profit up to 10.



Dia. 2: wrong



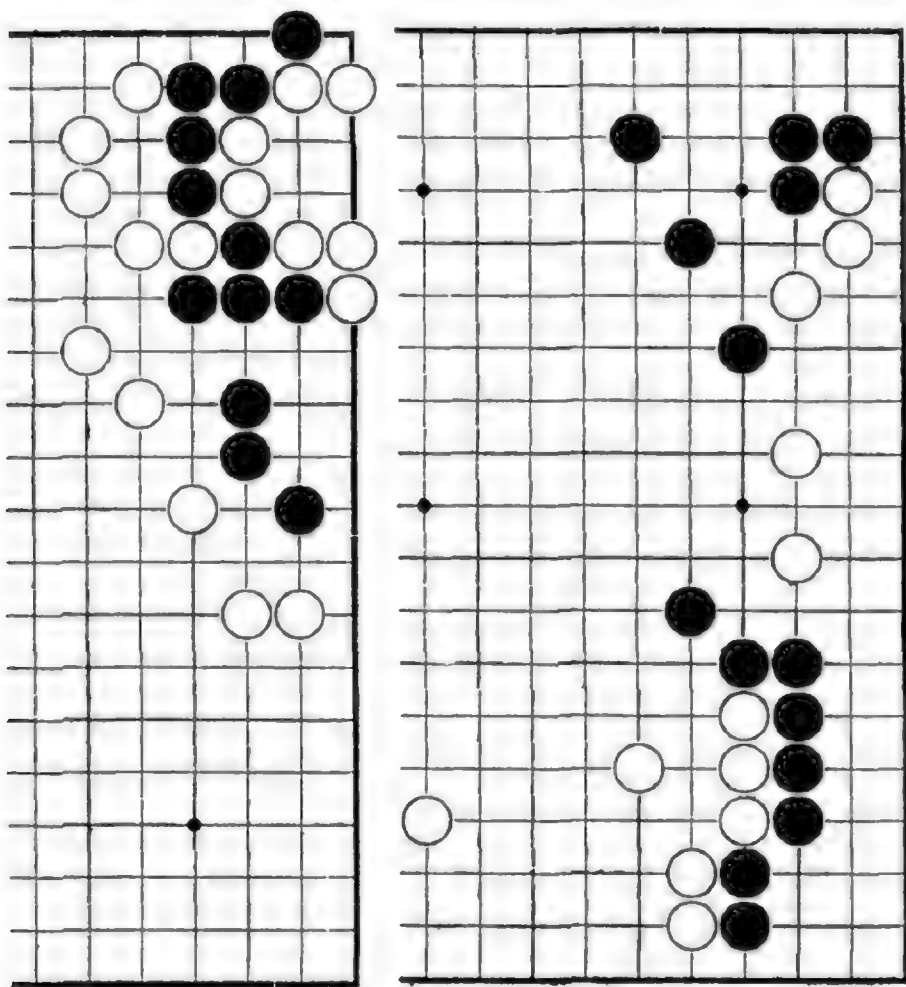
Dia. 3: correct

Dia. 3. There is nothing wrong with 1 and 3, but next Black must give atari on the outside at 5.

Continued on page 50

Advanced Tesuji Problems

For players who would like a real test of their problem-solving ability, here are some dan-level problems. If you can solve them easily, you are ready for professional-level problems. Even if you have trouble, you should find the solutions instructive and, we hope, entertaining. Most of the problems come from the games of the composers.

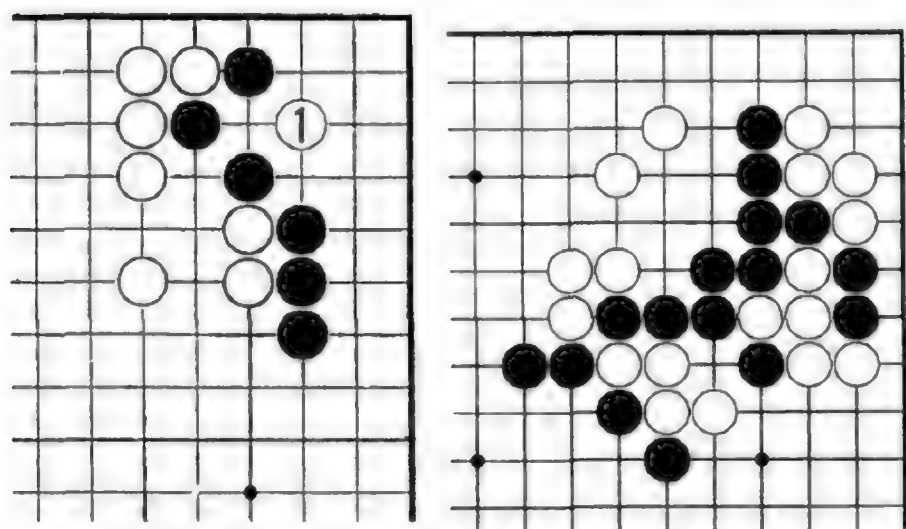


1. Black to play

2. Black to play

1. What is the most profitable way for Black to live with his seven-stone group? (Problem by Kanagawa Masaaki 6-dan)

2. What is the best endgame sequence for Black against the white group on the side? (Kanagawa)

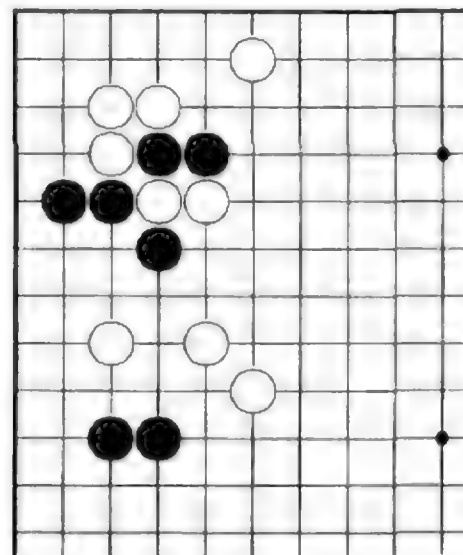


3. Black to play

4. Black to play

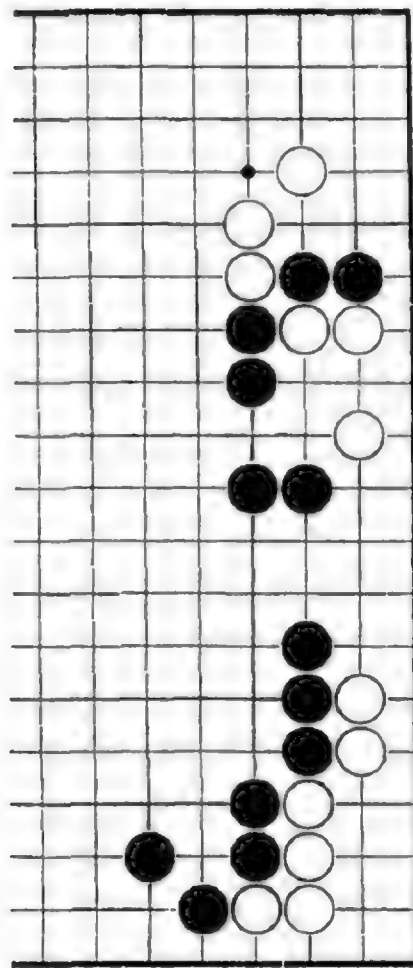
3. White 1 is a severe move. It works, of course, but how can Black keep the damage to a minimum? (Yasuda Yasutoshi 4-dan)

4. The black group of ten stones is not in as much trouble as it appears to be. One sparkling tesuji will put Black on top. (Kanashima Tadashi 8-dan)



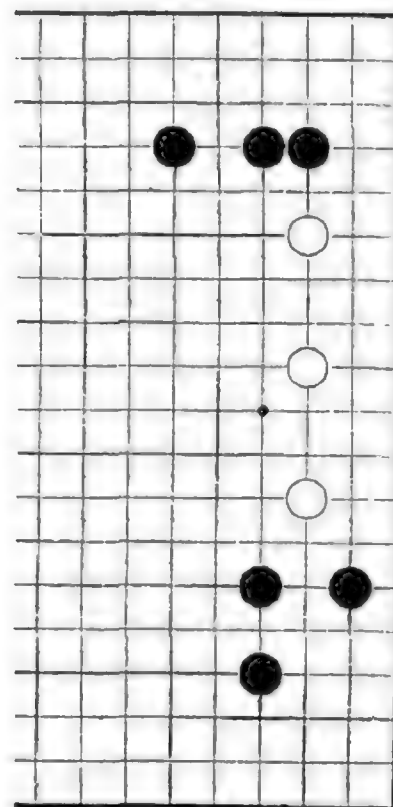
5. Black to play

5. Black can flee towards the centre, but that is not very interesting. What is the most profitable way to extricate the three stones on the side? (O Rissei 7-dan)



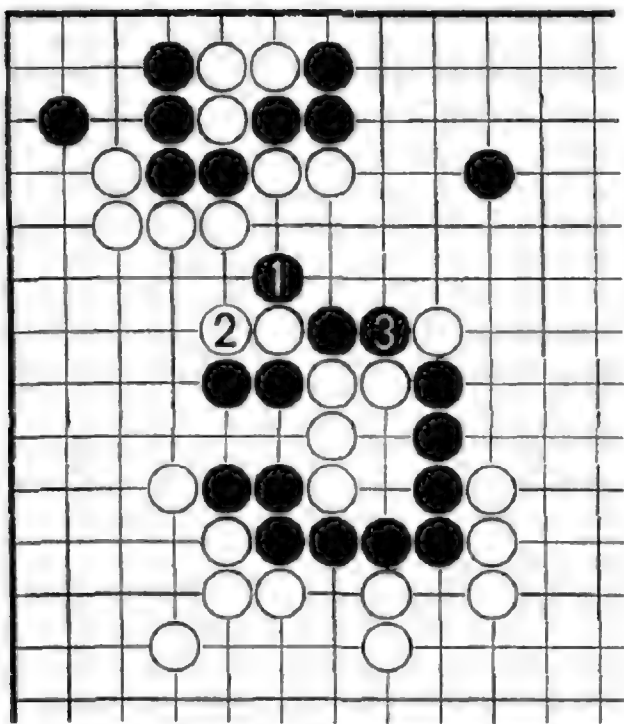
6. Black to play

6. The two captured black stones still have a lot of aji. How can Black use that aji to attack the white group in the bottom right corner? (Yasuda 4-dan)



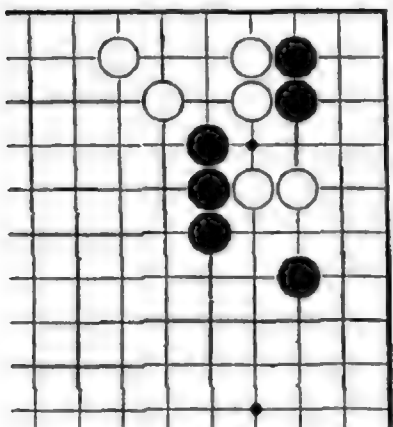
7. Black to play

7. This is one of the easier problems in this article. How should Black go about attacking White's position on the side? (Tokimoto 7-dan)



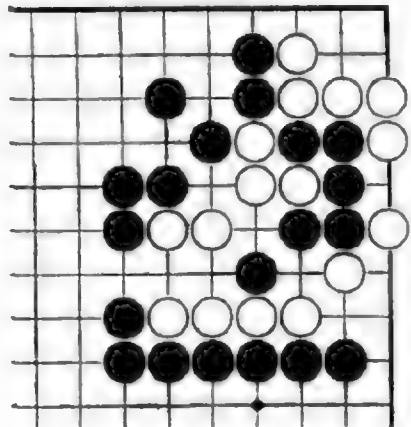
8. White to play

8. White seems to be in trouble after the black 1-3 combination. Can you rescue his four stones? (Ogoshi Ichiro 5-dan)



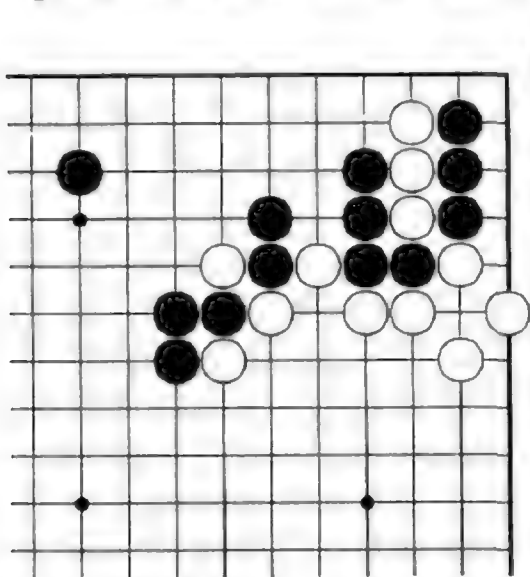
9. Black to play

9. How can Black make best use of his two stones in the corner? (Yamamoto Masato 4-dan)



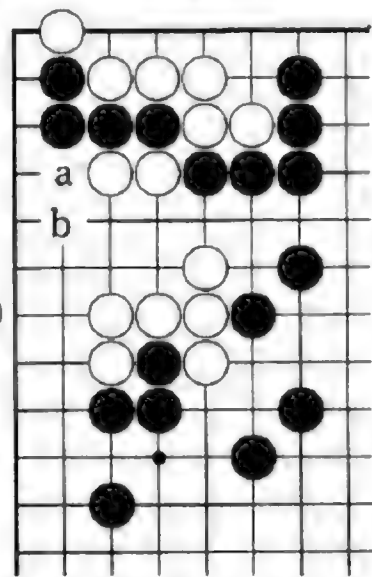
10. Black to play

10. The six black stones inside the white position seem to be beyond help, but there is a defect in White's shape that Black can exploit to save them. (Fukui Susumu 6-dan)



11. White to play

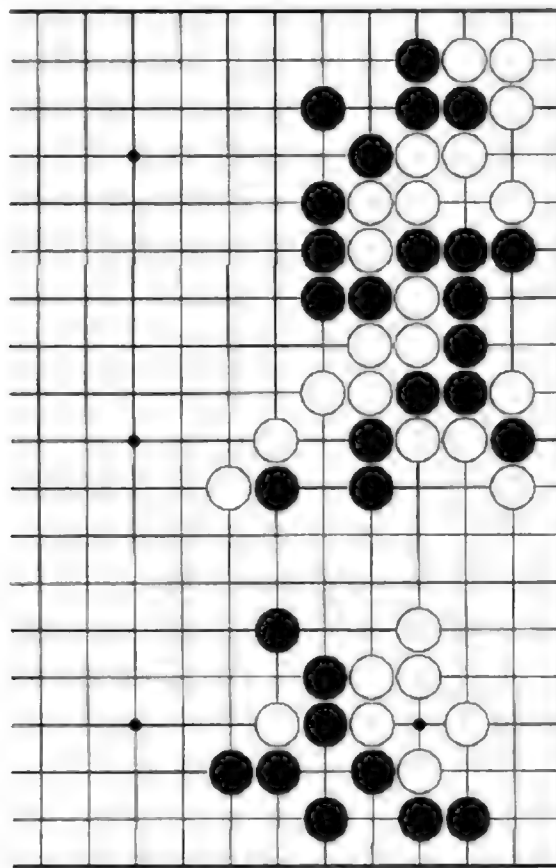
11. With one well-placed blow, White can lay waste to Black's area at the top. (Michael Redmond 4-dan)



12. Black to play

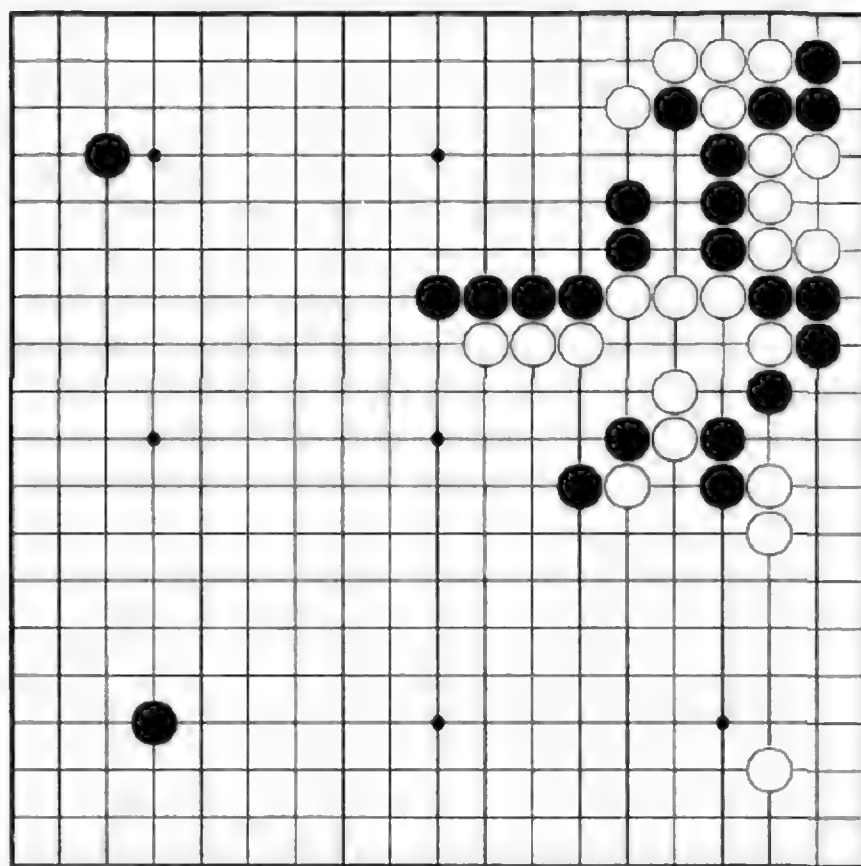
12. Exchanging Black 'a' for White 'b' is just

a waste of time. There is a tesuji here that will transform white area into black. (Michael Redmond 4-dan)



13. Black to play

13. The theme is similar to that of Problem 6, but the execution is even more difficult. How can Black use his captured group to attack the white group at the bottom? The ninth move is crucial. (Miyazawa Goro 7-dan)



14. Black to play

14. Black has a tesuji, or rather a series of tesujis, for leading out his group in the middle of the right side. This is not an easy problem, but if you can't read it all out, maybe you can rely on your intuitive feel for shape. (O Rissei 7-dan)

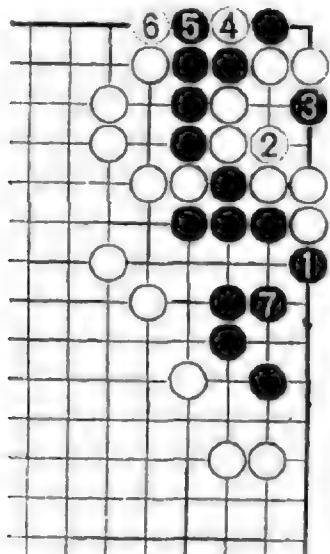
Answers begin on the next page

Advanced Tesuji Problems: Answers

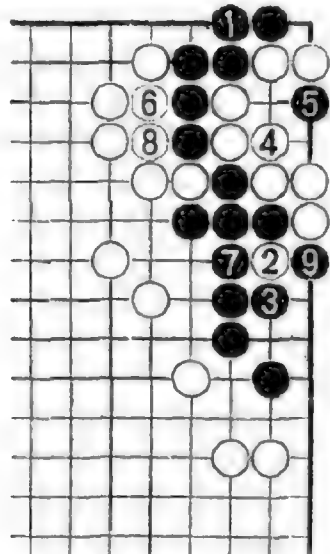
Answer to Problem 1

Dia. 1 (inadequate). Blocking at 1 is the obvious move. Black lives up to 7, but actually he can do much better.

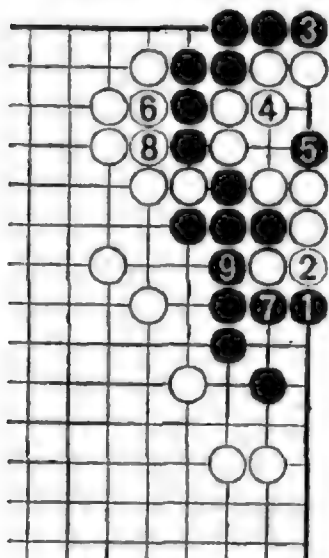
Dia. 2 (me-ari me-nashi). Connecting at 1 is the strongest move. However, blocking at 3 when White hanes at 2 is slack. The result to 9 is no improvement on Dia. 1. Instead of 3 —



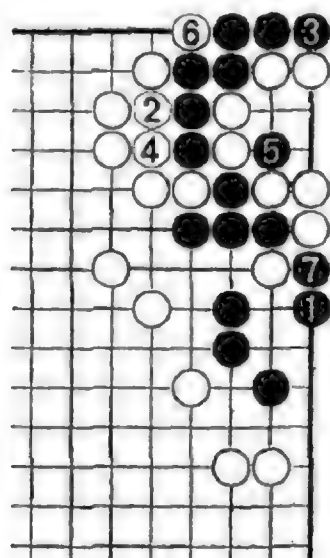
Dia. 1: wrong



Dia. 2: wrong



Dia. 3: correct



Dia. 4

Dia. 3 (the tesuji). Black must peep at 1. If White connects at 2, he cannot save his five stones after Black plays in at 5.

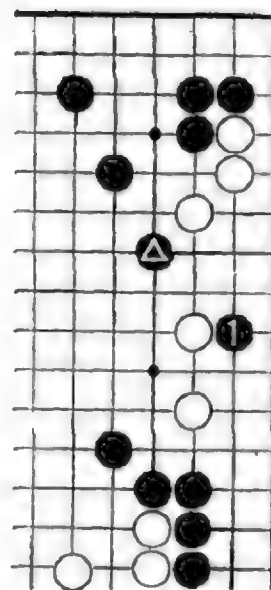
Dia. 4 (best for both). If White 2, Black makes a sacrifice move at 3, then achieves his objective with 5 and 7.

Answer to Problem 2

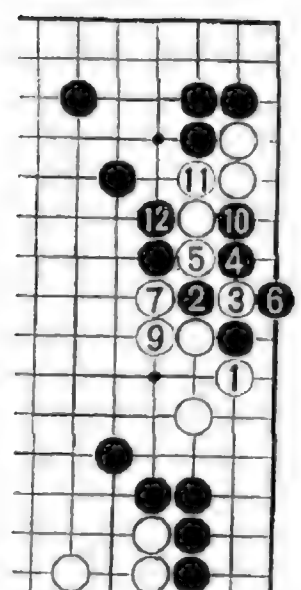
Dia. 1 (correct answer). The contact play at 1 works in conjunction with the marked stone to gouge out White's side territory.

Dia. 2. Blocking at 1 is unreasonable. White suffers terrible damage in the continuation to 12.

Dia. 3 (correct). White has to pull back at 1, but Black gouges out his territory up to 4 and puts the white group on the run. Still, this is the

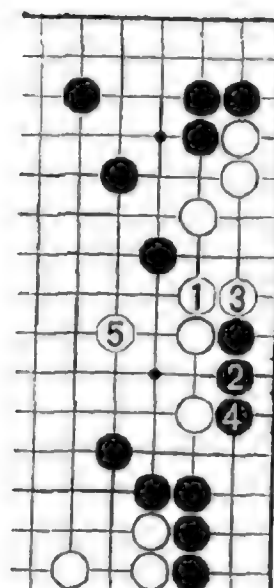


Dia. 1: the tesuji

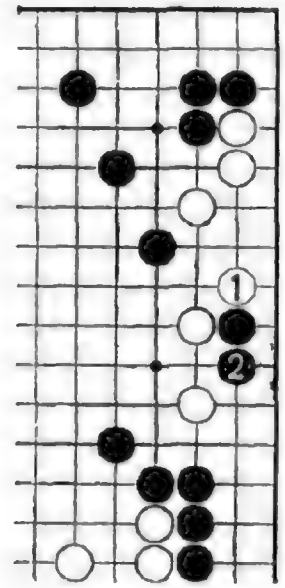


Dia. 2

8: connects



Dia. 3



Dia. 4

best that White can do.

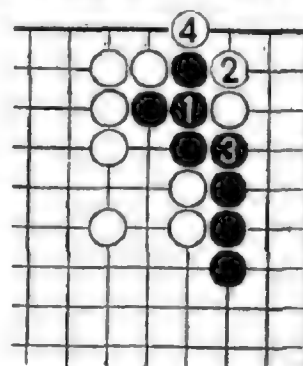
Dia. 4. White 1 leads to a similar result to Dia. 3.

Answer to Problem 3

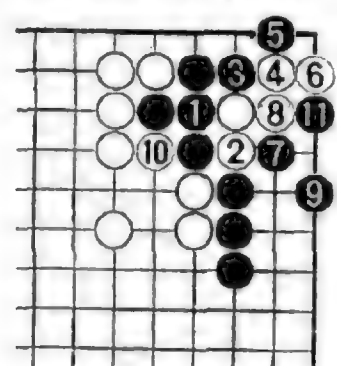
Dia. 1 (worst). The simple-minded connection at 1 loses a lot of points when White links up with 2 and 4. What is more —

Dia. 2 (a bad ko). Depending on the overall position, White might even counter by cutting at 2. The best Black can do is to set up a ko up to 11, but White gets to capture the ko first. This is a terrible result.

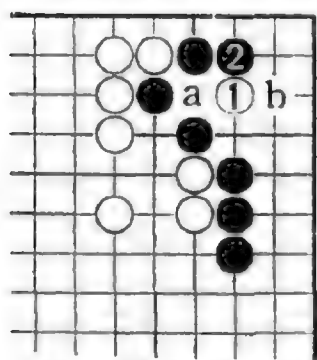
Dia. 3 (correct). Black 2 is the best counter. If



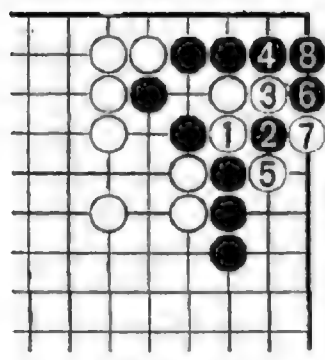
Dia. 1: wrong



Dia. 2: disaster



Dia. 3: correct



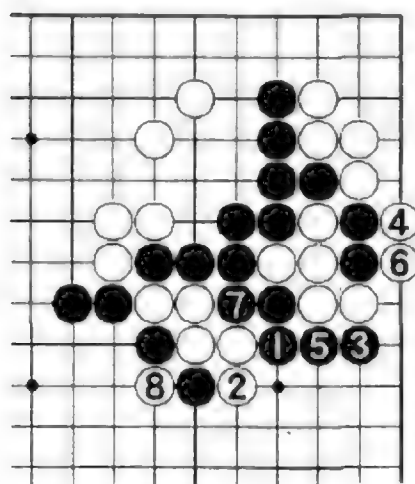
Dia. 4

White 'a', Black 'b' saves most of the corner territory.

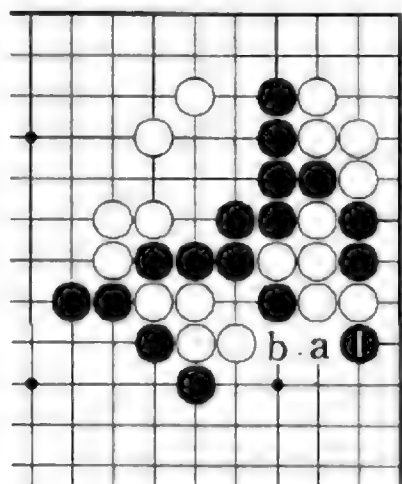
Dia. 4 (unreasonable). Cutting at 1 is too greedy. Black counters with 2 etc., capturing White outright.

Answer to Problem 4

Dia. 1 (mediocre). If Black 1, Black can squeeze with 3 and 5, but then he has to come back to connect at 7, so White cuts at 8, keeping him on the defensive. This result is unappealing.



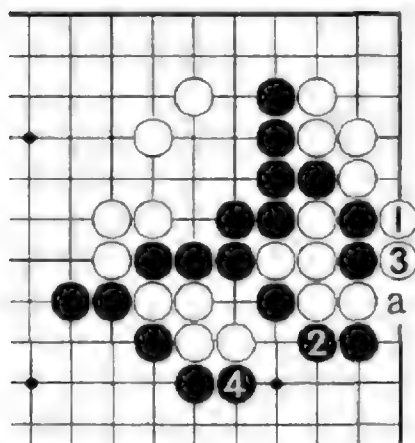
Dia. 1: wrong



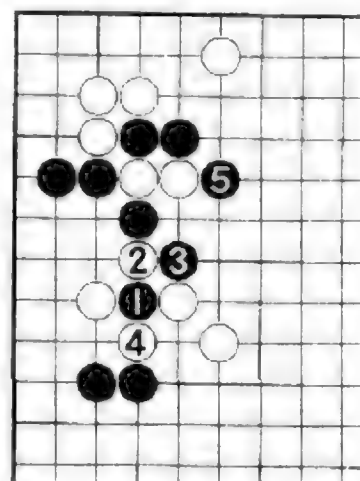
Dia. 2: correct

Dia. 2 (the tesuji). The clamp at 1 is a clever tesuji that at one stroke makes the position favourable for Black. White 'a' is no good, as Black counters with 'b'.

Dia. 3. White must give atari at 1, but that lets Black capture four stones with 2 and 4. White can hardly play 3 at 4, letting Black capture at 'a' (the latter move would be sente against the corner).



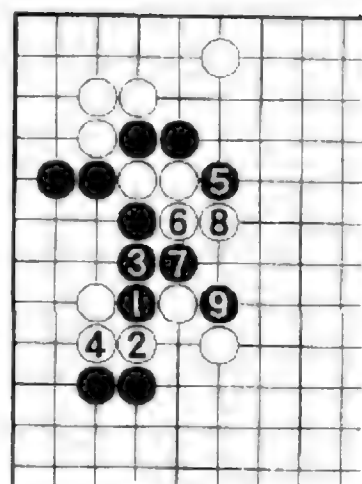
Dia. 3



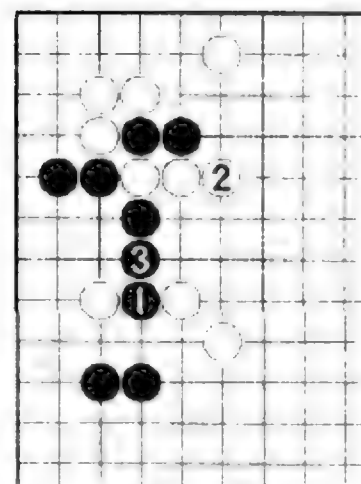
Dia. 1: the tesuji

Answer to Problem 5

Dia. 1 (the tesuji). Instead of moving out with



Dia. 2



Dia. 3

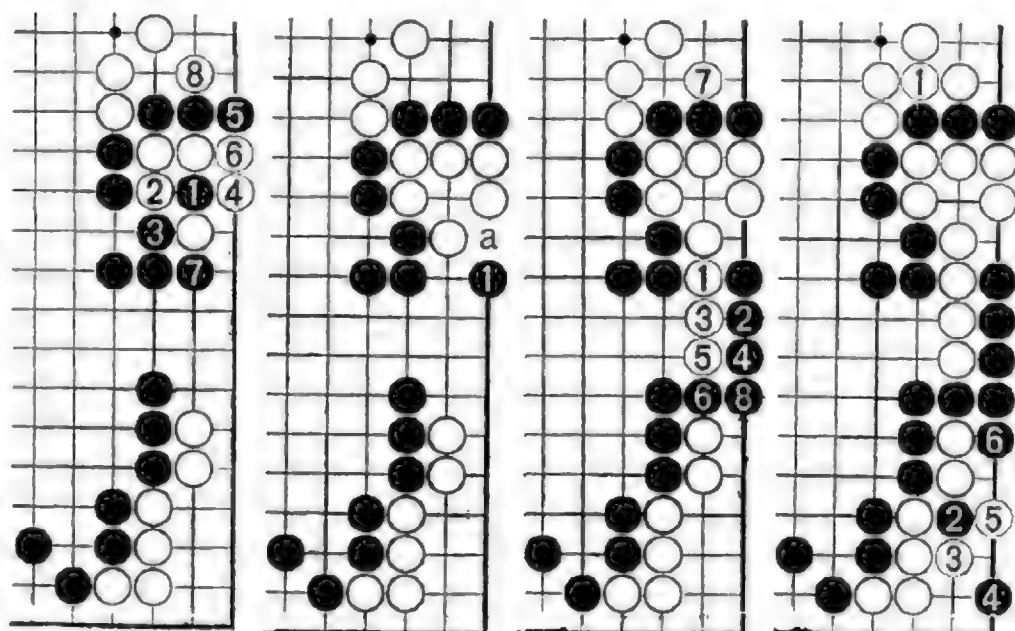
an atari, wedging in at 1 is more interesting. White 2 falls into the trap. Black gives atari at 3, then captures two stones with 5.

Dia. 2 (variation). White may try to avoid the trap by giving atari on the other side, but then he cannot connect at 4. If he does, Black hits him with 5 to 9.

Dia. 3 (correct). The conclusion is that White has no direct answer to the wedge. Instead he must extend at 2, letting Black cut off a stone with 3.

Answer to Problem 6

Dia. 1 (half the solution). Black 1 and 3 are a tesuji for reducing White's liberties, but if Black blocks at 7, White wins the fight by one move with 8. This way Black does not get any help in



Dia. 1

Dia. 2

Dia. 3

Dia. 4

attacking the white group below.

Dia. 2 (the tesuji). The placement at 1 on the first line works faster than 7 in Dia. 1. To counter the threat of Black 'a' —

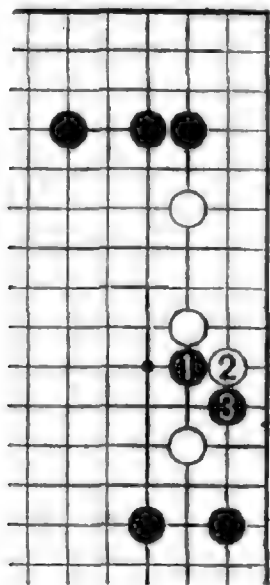
Dia. 3. White has to push through with 1 to 5 before backtracking to 7. Black 8 next is sente and it also threatens White's corner.

Dia. 4 (success). If White 1, Black kills the corner with 2 and 4.

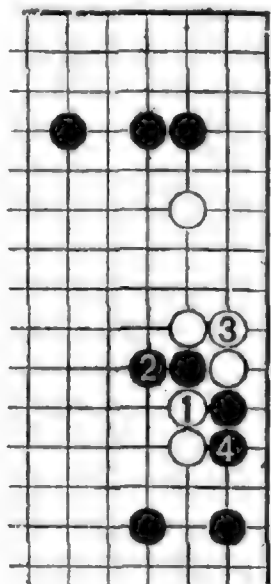
Answer to Problem 7

Dia. 1. The combination of Black 1 and 3 is very severe.

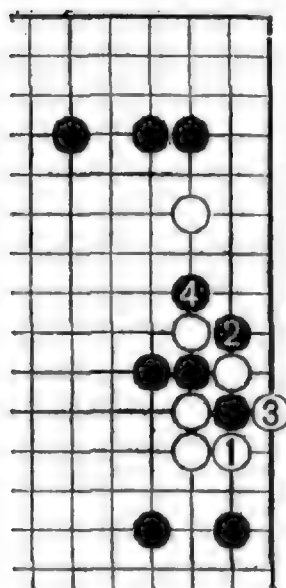
Dia. 2. If next White 1, Black splits White into two with 4.



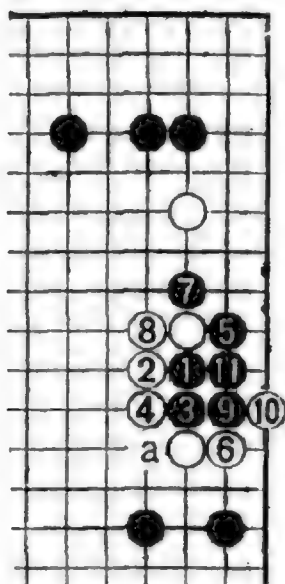
Dia. 1



Dia. 2



Dia. 3



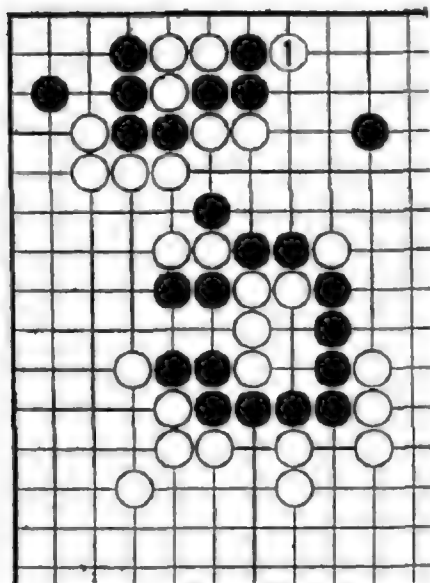
Dia. 4

Dia. 3. If instead White 1, Black gets a ladder with 2 and 4.

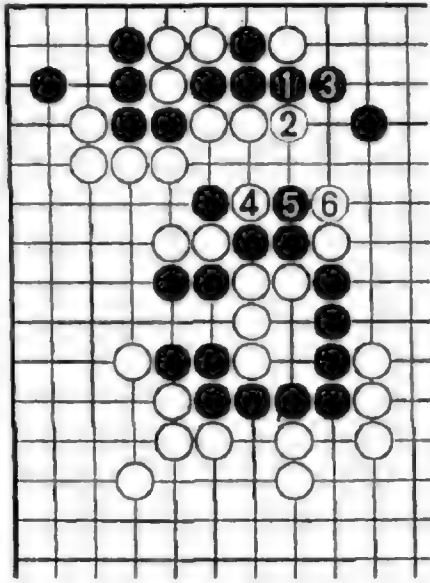
Dia. 4. If White hanes on top at 2, Black can gouge out his side area with 3 etc. After 11, White has to protect the cutting point at 'a'.

Answer to Problem 8

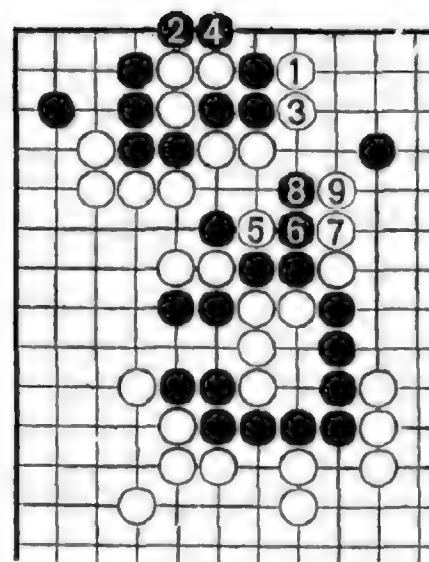
Dia. 1. The attachment at 1 is an exquisite te-



Dia. 1



Dia. 2



Dia. 3

suji.

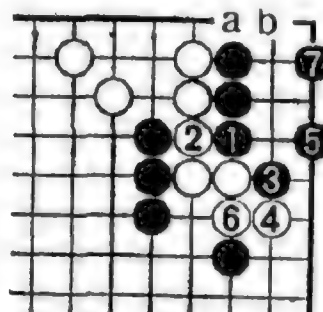
Dia. 2. If Black pushes through with 1 and 3, White can save his stones with 4 and 6.

Dia. 3. If instead Black gives atari at 2, White forces with 3, then again is able to save his centre stones with 5 etc. He wins the semeai by one move.

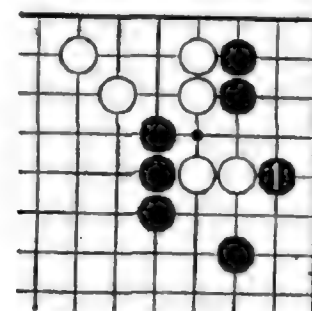
Answer to Problem 9

Dia. 1. Black can easily live in the corner with 1 to 5, but since White 6 is sente, Black's outside position is badly damaged. (If Black omits 7, White 'a', Black 'b', White 7.)

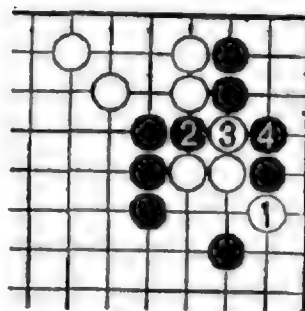
Dia. 2. Simply attaching at 1 is the best move.



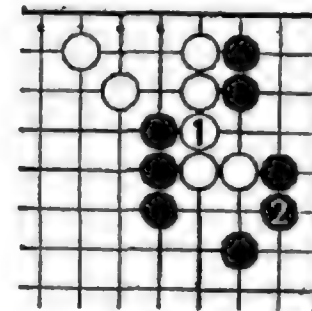
Dia. 1: bad



Dia. 2: correct



Dia. 3



Dia. 4

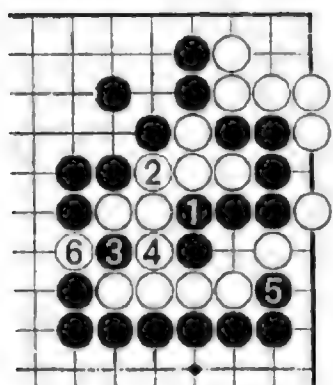
Dia. 3. If White 1, he collapses after Black 2 and 4. If White 3 at 4, Black plays 3.

Dia. 4. If White 1, Black connects underneath with 2.

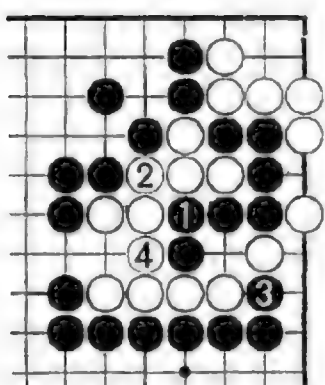
Answer to Problem 10

Dia. 1. Playing on the inside at 1 does not work. When Black ataries at 5, White simply captures at 6. Black has committed suicide.

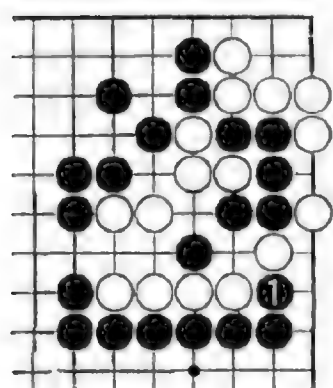
Dia. 2. Changing the order by playing 3 here



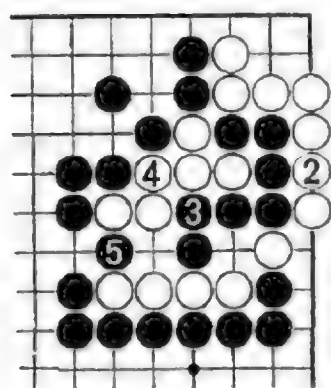
Dia. 1: wrong



Dia. 2: wrong



Dia. 3: correct



Dia. 4

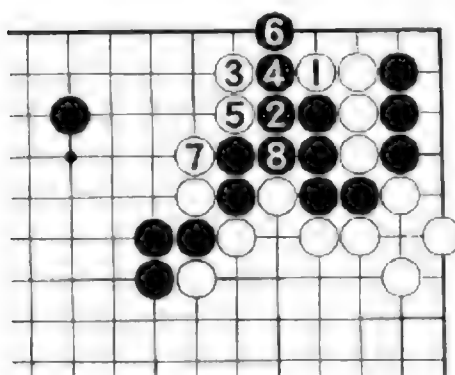
after 1 does not work either, as Black cannot give atari. The conclusion is that Black 1 is wrong.

Dia. 3. Starting out by pushing in at 1 (an atekomi) is the correct answer.

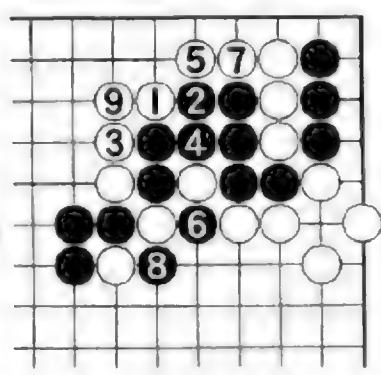
Dia. 4. White's only move is 2, but now playing on the inside with 3 works. Timing is all-important.

Answer to Problem 11

Dia. 1. If White simply turns at 1, Black answers at 2, then counters White 3 with 4. This sequence is a failure for White.



Dia. 1: wrong



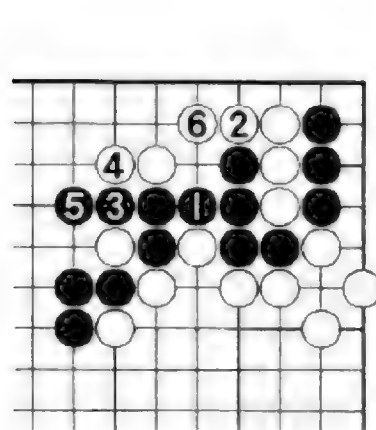
Dia. 2: the tesuji

Dia. 2. Attaching at 1 is the tesuji. If White answers aggressively at 2, White squeezes with 3 to 7, then connects at 9. He has trampled all over Black's territory.

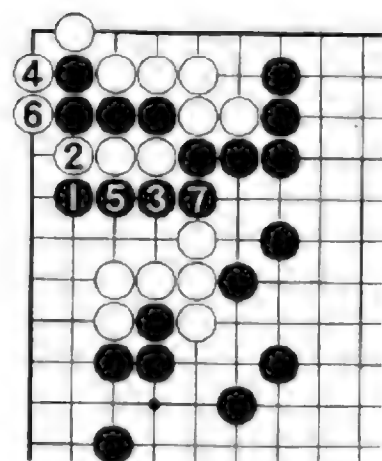
Dia. 3. If Black answers the attachment with 1, White still gets a good result with 2 to 6.

Answer to Problem 12

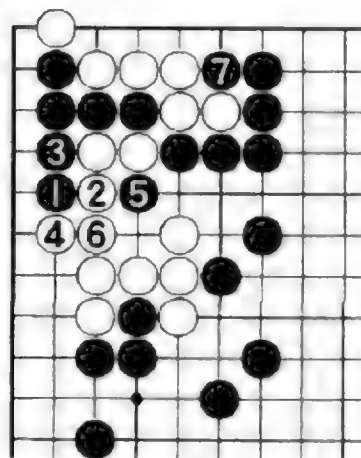
Dia. 1. The innocuous-looking jump to 1 is actually a tesuji in this position. If White 2, Black squeezes with 3 and 5, enabling him to capture six white stones.



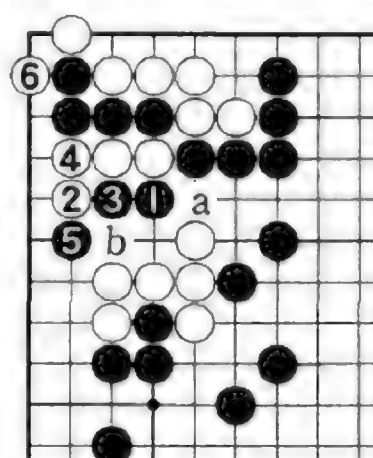
Dia. 3



Dia. 1



Dia. 2



Dia. 3

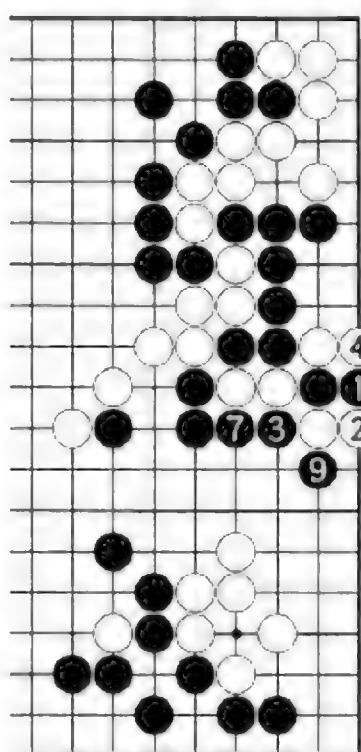
Dia. 2. If White resists with 2, Black simply connects at 3 and wins the semeai after 7.

Dia. 3. Beginning with 1 does not work. After White 2 to 6, Black is left with cutting points at 'a' and 'b'.

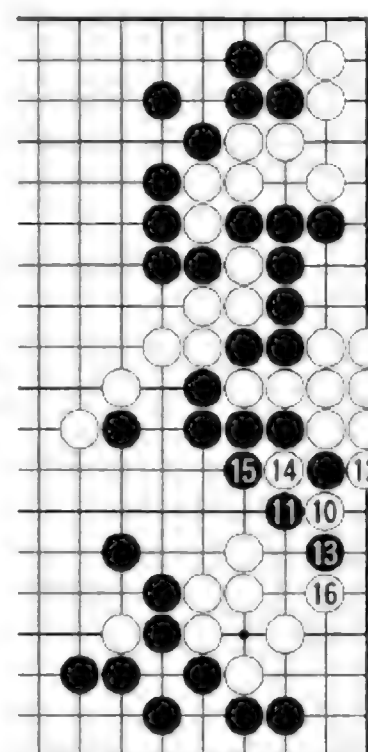
Answer to Problem 13

Dia. 1. Giving atari at 3 does not work, as White just captures at 1, so Black sacrifices a stone to get the forcing sequence to 8. However, his next move here, 9, is wrong, because —

Dia. 2. White has a clever counter prepared.



Dia. 1

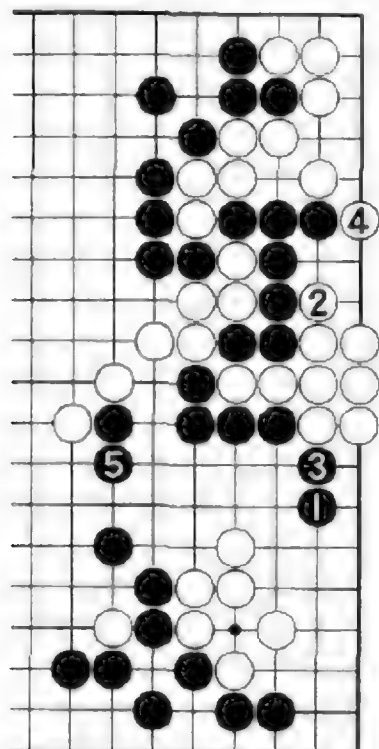


Dia. 2

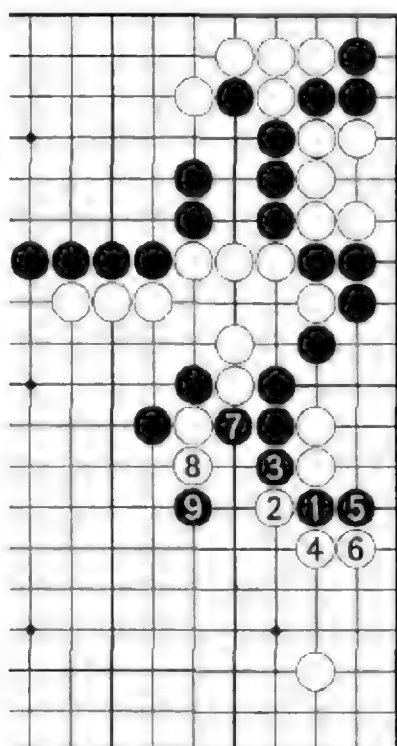
5: throws in; 6: takes
8: connects

White attaches at 10; Black has to play 11 and 13 if he is to try to separate White, but the latter secures connection with another attachment, at 16. Therefore, instead of 9 –

Dia. 3. Black has to drop back one space and attack at 1. White must play 2 to avoid losing the semeai, so Black forces with 3, then secures the capture of the white group with 5.



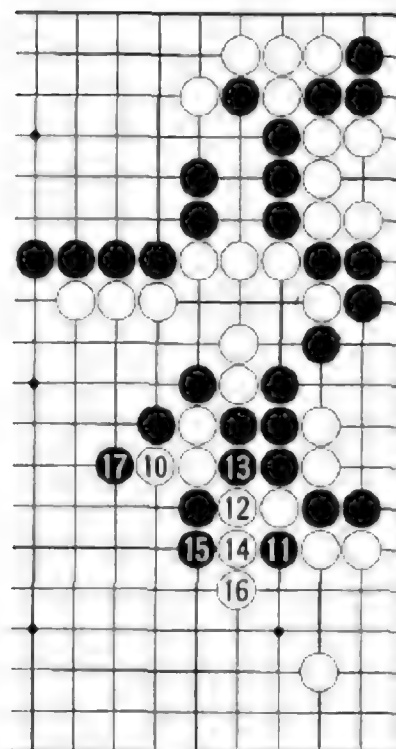
Dia. 3



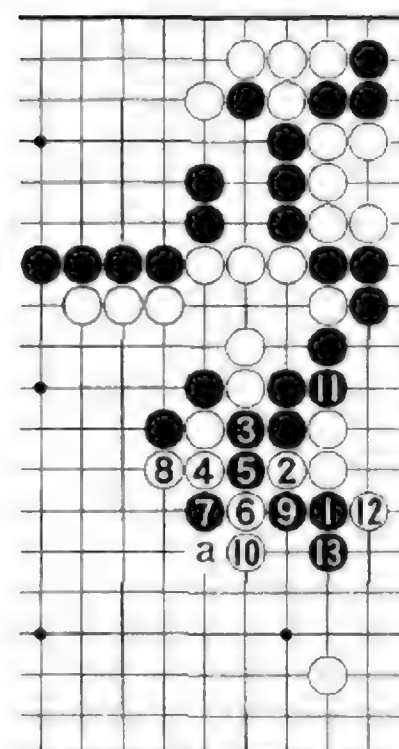
Dia. 1

Answer to Problem 14

Dia. 1. Simply escaping with the black group is easy enough, but Black would like to escape in the most efficient and profitable way possible. The first tesuji is to attach at 1. If White 2, Black



Dia. 2



Dia. 3

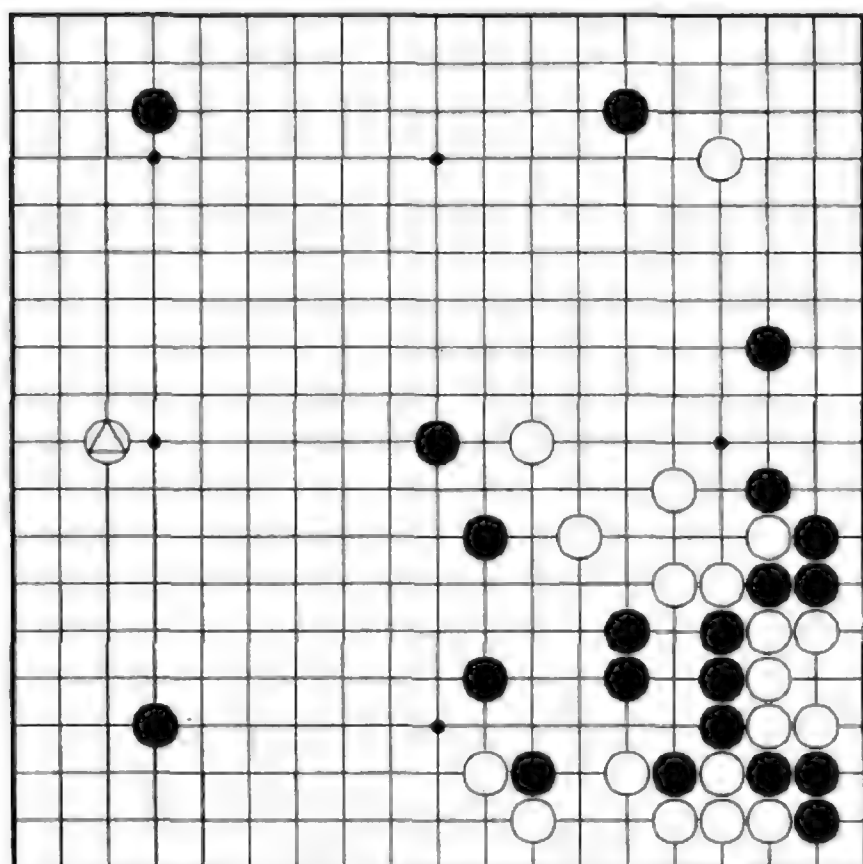
forces with 3 to 7, then hits White with the second tesuji at 9.

Dia. 2. White 10 is forced, but then Black has a severe cut at 11, which enables him to set up a ladder after 17.

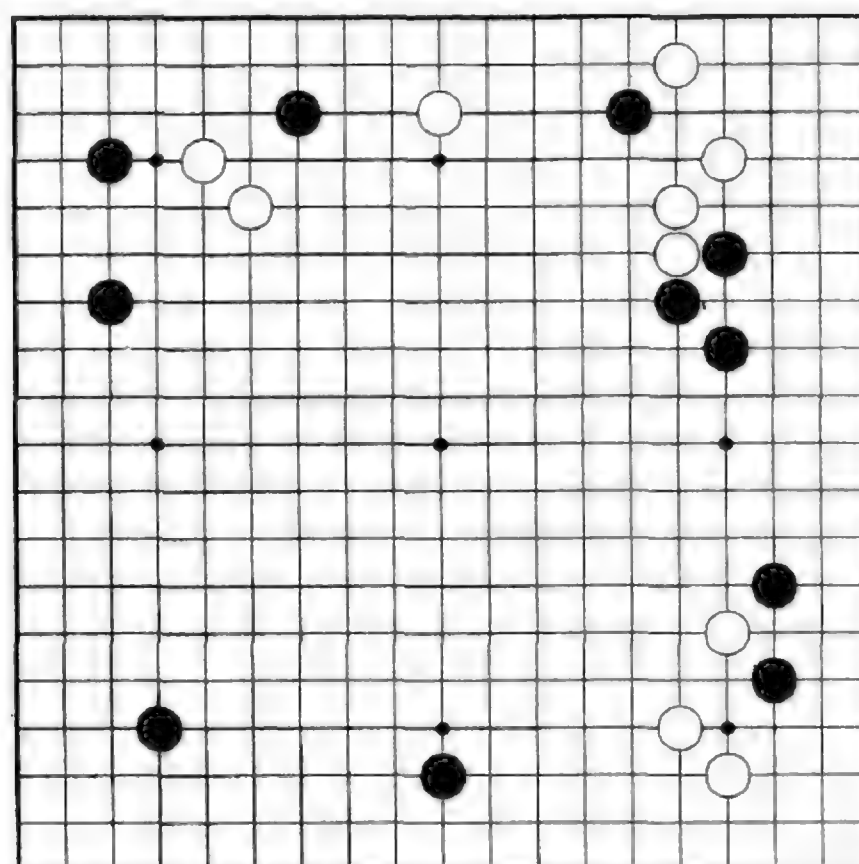
Dia. 3. If White answers 1 with 2, Black plays 3 and 5. If White then tries to seal him in with 6, Black plays 7 to 13 and has to catch something. If White defends his side group, Black forces with 'a', setting up a ladder to catch the three stones above.

(Problems taken from 'Kido', 1982–84.)

Fuseki Problems



1. White to play. What is the most urgent point, bearing in mind the location of the marked stone? (Problem by Kojima Takaho 9-dan)



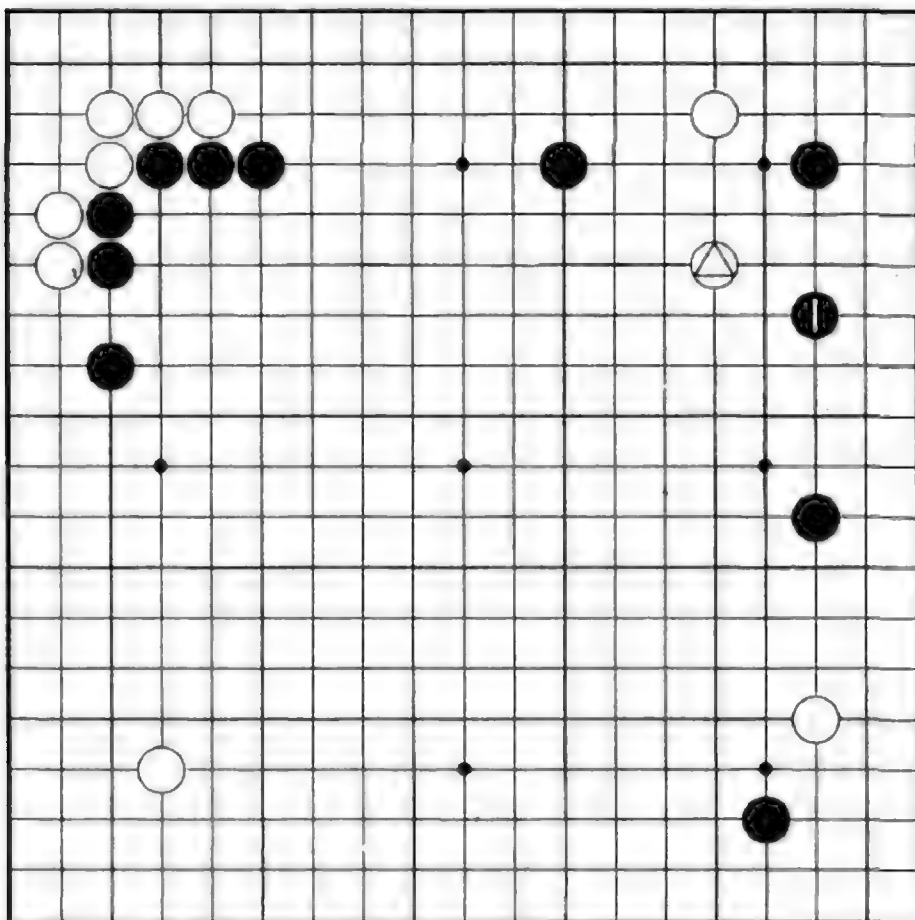
2. White to play. What is the key point overall? (Kojima 9-dan)

Answers on page 64.

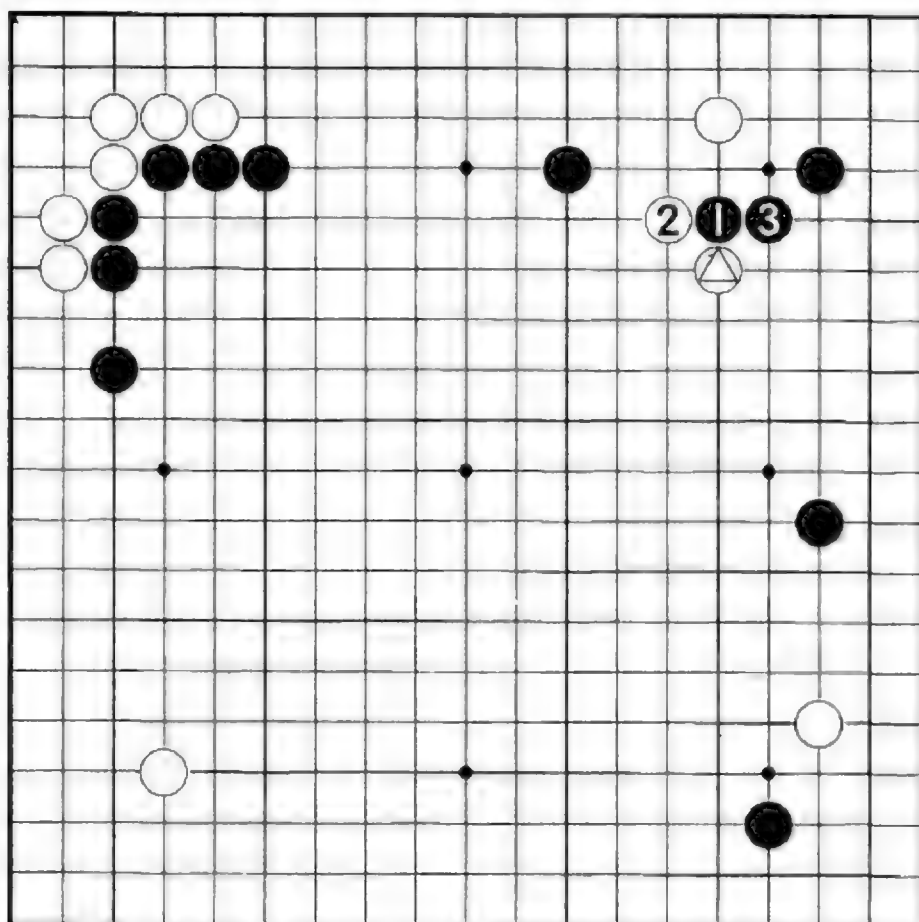
The Great Joseki Debate

Honda Kunihisa 9-dan

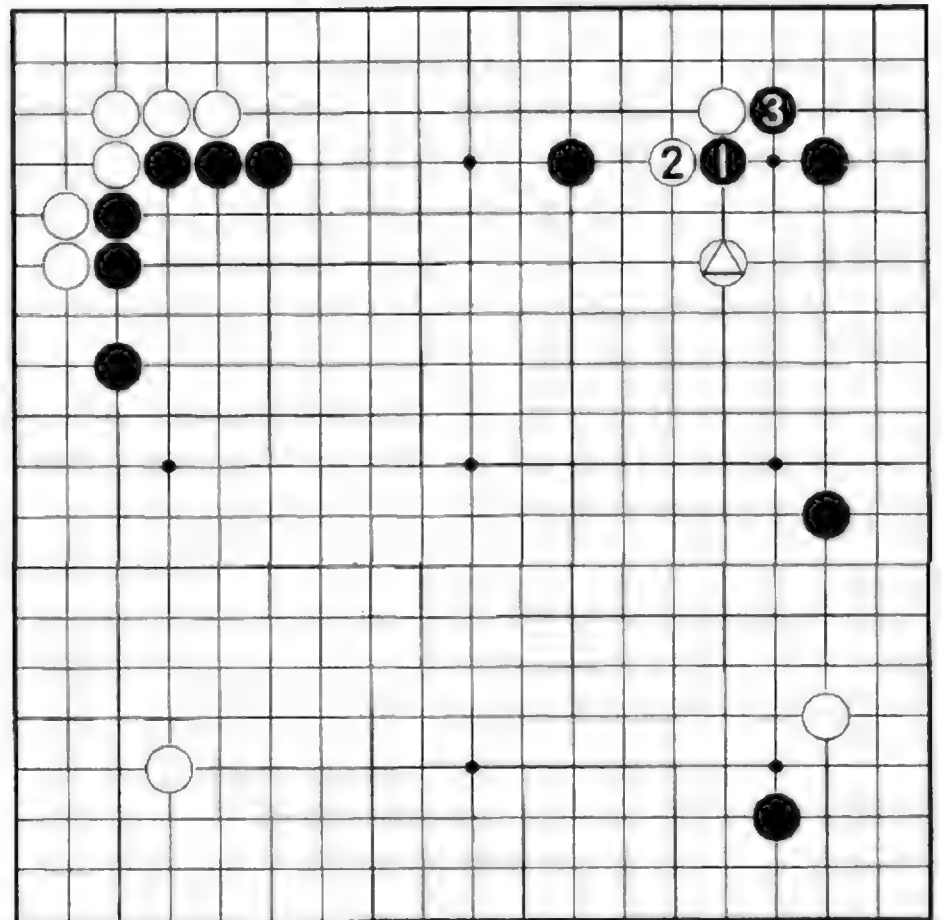
How to choose a joseki in relation to the board as a whole is the theme of this debate. White has made a two-space jump (triangled stone) in the upper right corner, and three proposals are being made for Black's next move. Which one do you think fits the fuseki best?



Dia. A



Dia. B



Dia. C

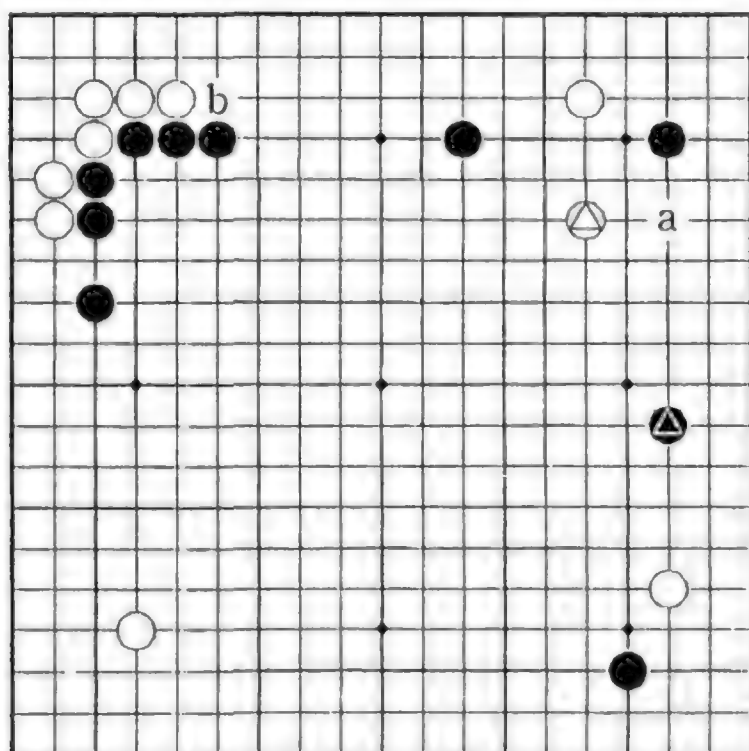
A: This problem doesn't really require a lot of thought. The ordinary jump to 1 is good enough. In fact, since White is hard put for a good answer, Black is happy to make this move.

B: The two-space jump shows lack of feeling for the fuseki. Black has to attach at 1 and pull back at 3. If he doesn't, his stone on the right side goes to waste.

C: I agree that the two-space jump is no good, but I'm not so sure B's idea is any good either. Black should take corner profit, then bide his time until he can put his stones on the outside to work.

Fuseki Analysis

Since josekis work effectively in a certain direction, it is necessary to examine the positions along the adjacent sides and in the adjacent corners when choosing a joseki for a particular opening. Positions in the opposite corner are usually only a factor when a ladder is involved. In this issue's fuseki (fuseki diagram, next page), the positions along the right side and at the top will determine the choice of joseki.

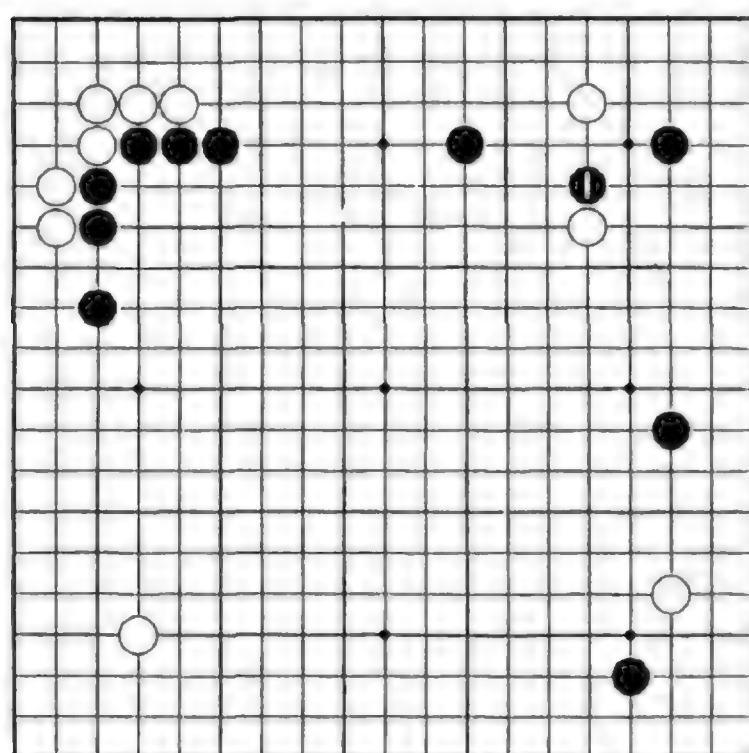


Fuseki Diagram

On the right side, the first thing to notice is that Black cannot allow White to close him in with a move at 'a'. At the same time, he must consider the position of the triangled black stone and play in such a way as to keep this pincer from becoming useless. The danger is that playing in this direction will make the triangled stone redundant.

At the top, the position is open (sus-o-aki) at 'b', making the top an uninteresting place for both sides. If one were to rank the four sides in order of importance, the order would be right side, bottom, top, and left side.

Black's choice of joseki must therefore meet the following two conditions: (1) it must build



Dia. 1

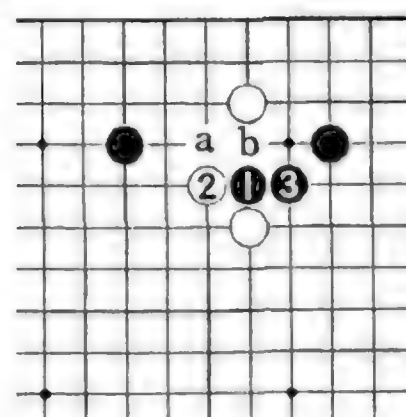
up the right side to make the black pincer into an effective move; and (2) it must force White to play at the top.

B Wins the Debate

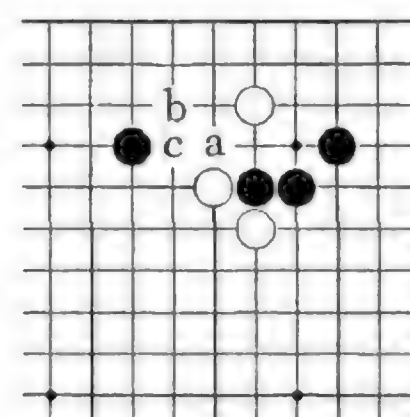
The attachment at 1 in Dia. 1 is the correct move and simplifies the game for Black. Before seeing how the fuseki develops, we will study the joseki in isolation.

Black 1 in Dia. 2 takes immediate advantage of the thinness of White's two-space jump. Although it seems severe, its main purpose is settling the shape rather than attack. Black normally pulls back after 2, but in special circumstances, which will not be discussed in this article, 'a' and 'b' are also possible.

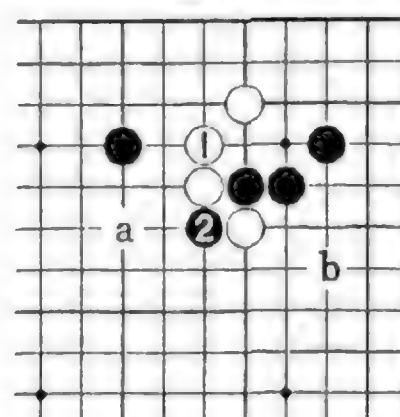
White's responses are at 'a', 'b', and 'c' in Dia. 3. Of these, 'a' and 'b' are very common, but 'c' is almost never seen.



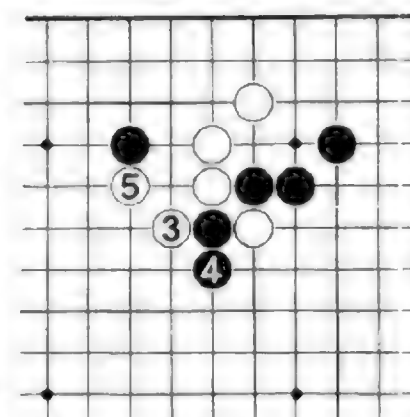
Dia. 2



Dia. 3



Dia. 4



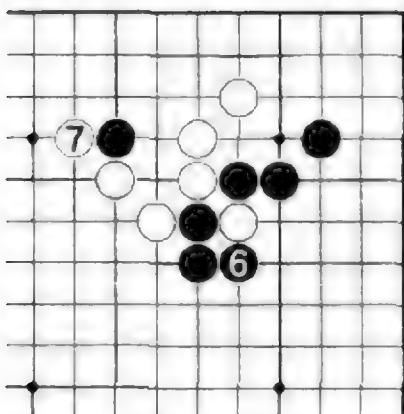
Dia. 5

If White pulls back at 1 in Dia. 4, Black generally cuts at 2. Occasionally he will jump to 'a', then slide out to 'b' when White connects at 2. After the cut, White ataris and makes a diagonal connection at 3 and 5 in Dia. 5.

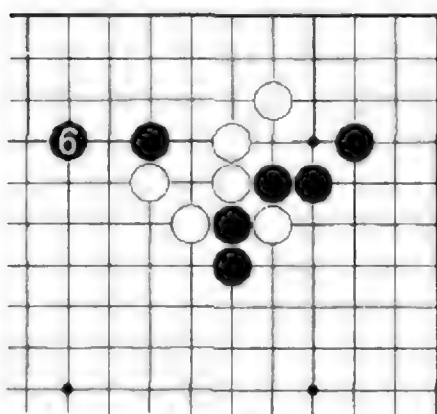
At this point Black has a choice. The first is to capture the white stone with 6 in Dia. 6. White follows suit and captures with 7.

The second choice is the jump at 6 in Dia. 7. Black plays this way when letting White capture the black stone gives White ideal shape at the top or when capturing the white stone overlaps with existing strength on the right side.

Since Black does not capture the white stone,

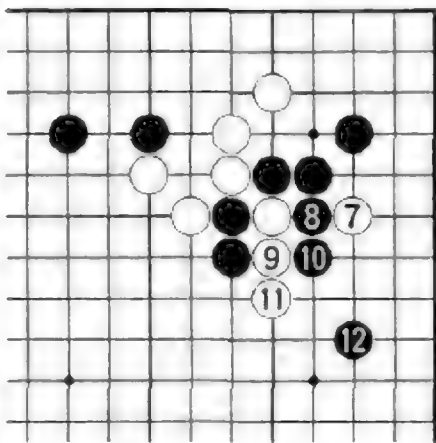


Dia. 6



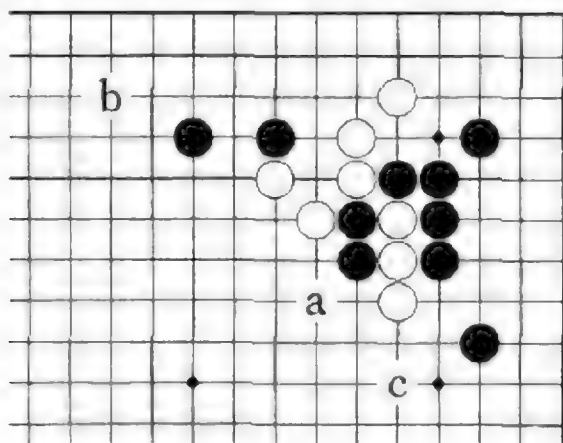
Dia. 7

it is only natural that White will try to do something with it. White 7 in Dia. 8 is a tesuji to force Black to play 8 so that White can play 9. After Black and White both push out once more, Black plays a knight's move at 12.



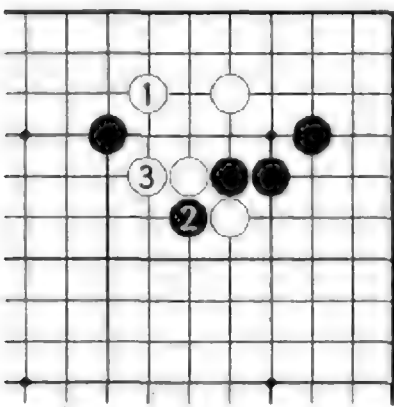
Dia. 8

Capturing two stones next at 'a' in Dia. 9 is solid, but conventional theory regards the capture as too mild. Most often seen are a blocking extension at 'b' or a jump to 'c'. After either move there are no set patterns.

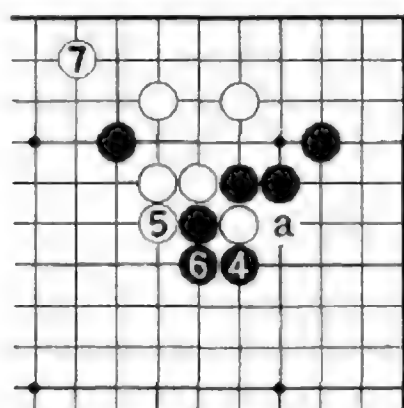


Dia. 9

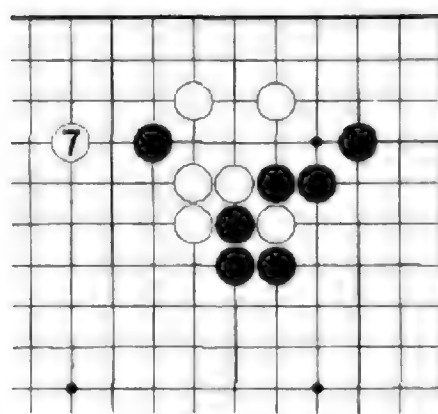
White's second choice after Dia. 2 is White 1 in Dia. 10. His intention is to settle his stones as quickly as possible. As before, Black cuts at 2, but this time White extends at 3. Next, Black grips the white stone with 4 in Dia. 11 and connects at 6 when White forces at 5. (Sometimes Black will capture at 'a' instead of connecting at 6.) White then either slides to 7 or plays a



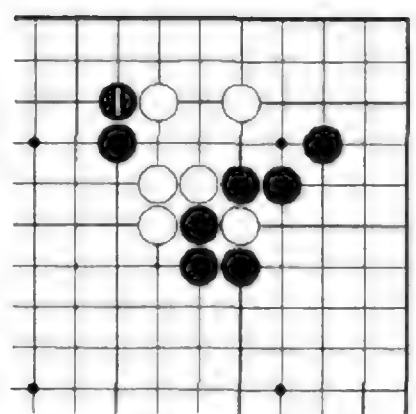
Dia. 10



Dia. 11



Dia. 12

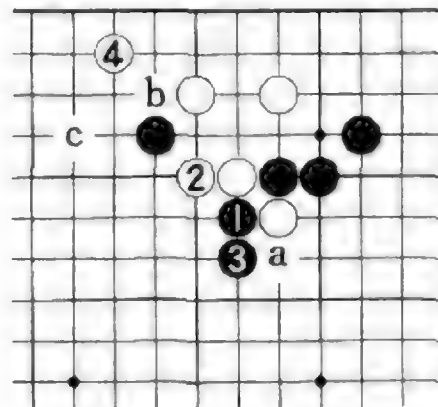


Dia. 13

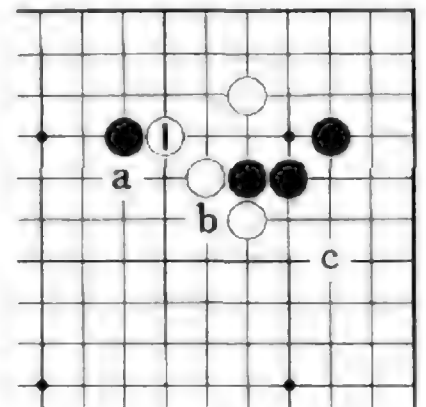
pincer at 7 in Dia. 12.

It is also conceivable for White to tenuki after Black 6, but he must be prepared for Black's blocking move at 1 in Dia. 13.

When Black is strong on the right side, he may want to extend at 3 in Dia. 14 after the cut instead of capturing at 'a'. Because Black's follow-up at 'b' is severe, White must add a move at either 4 or 'c'.



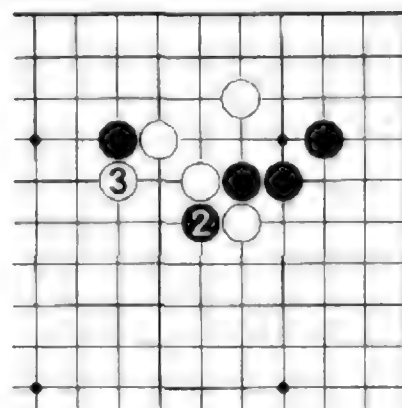
Dia. 14



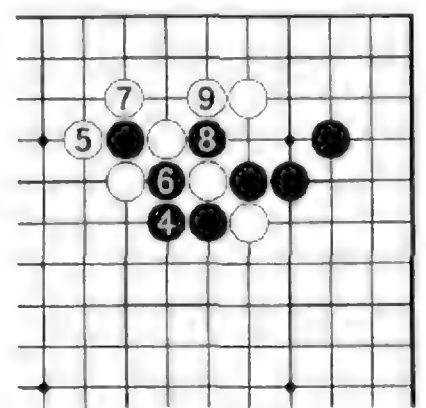
Dia. 15

White's third choice after Dia. 2 is the diagonal attachment at 1 in Dia. 15. Black's responses are extending up at 'a', the cut at 'b', and the knight's move at 'c'.

The usual move is the cut at 2 in Dia. 16. The hane at White 3 is the only answer, after which Black can choose between building thickness or taking corner profit.



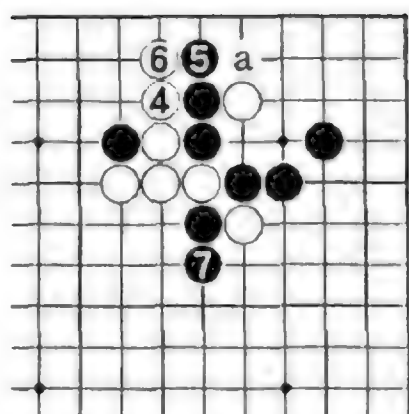
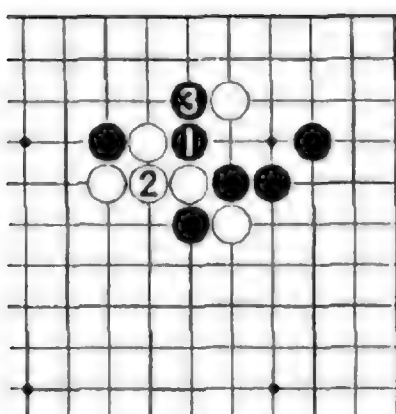
Dia. 16



Dia. 17

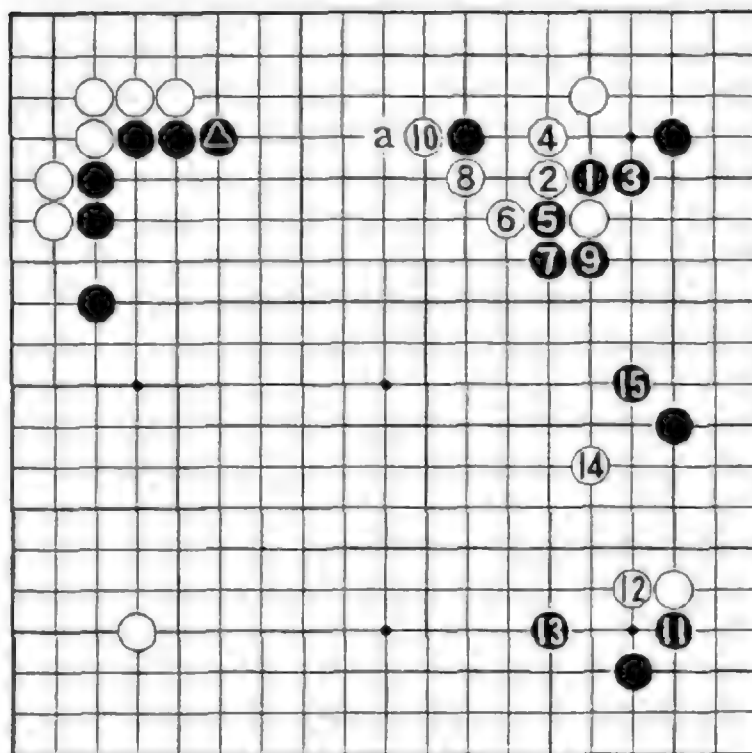
If Black wants thickness, he extends at 4 in Dia. 17 and pushes in at 6 when White grips the black stone with 5. After each side captures a stone, White connects at 9.

If instead Black wants to take corner profit, he starts with the atari at 1 in Dia. 18 after 3 in Dia. 16. After the sequence to 6 in Dia. 19,



Black will probably extend at 7. White cannot reasonably switch 6 to 7 because Black 6 is very big, costing him the move at 'a' that would connect his stone to the outside. This concludes our local study of this issue's joseki.

When Black attaches at 1 and pulls back at 3 in the fuseki in Dia. 20, White will probably answer at 4. After 5 and 6, Black plays strongly with 7. As explained earlier, White cannot omit 8, so Black gets sente to attack at 9 in the lower right. White 12 is about all that White can do, but Black answers at 13 and maps out a large territory. Black has a good game.

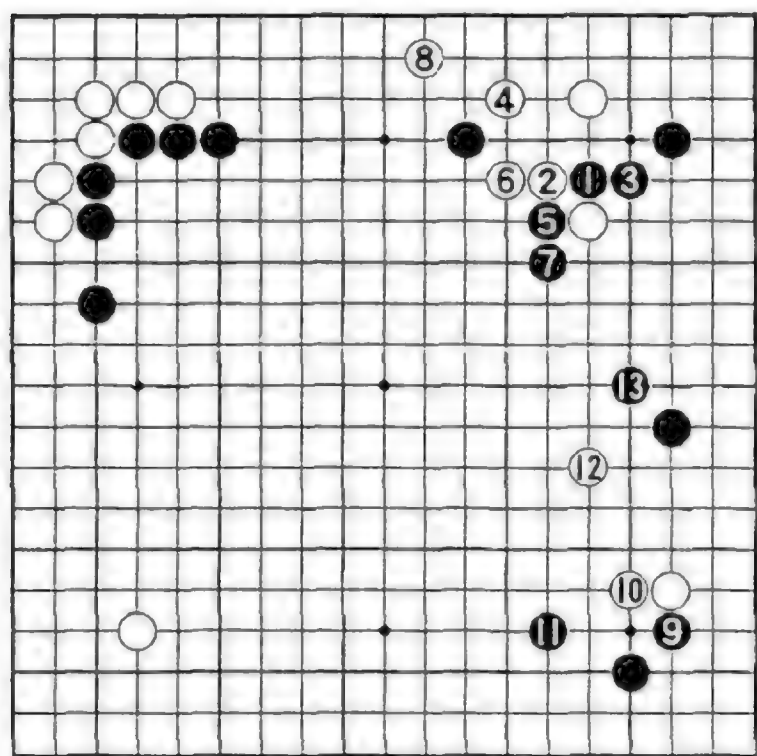


Dia. 21

a bad move. It is probably the move that those who like to fight would instinctively choose.

After 1 in Dia. 22, the continuation follows joseki to White 4. If Black continued with the joseki pattern in Dia. 8, the marked stone would end up in a strange position, so he extends at 5 to start a fight. In the continuation given here, Black cuts at 7 and White makes shape with 10. Some of the possibilities for Black 11 are turning at 'a', which is solid, pushing at 'b', and leaning on the white stone in the corner with 'c'. The outcome will depend of course on how well Black handles the fighting.

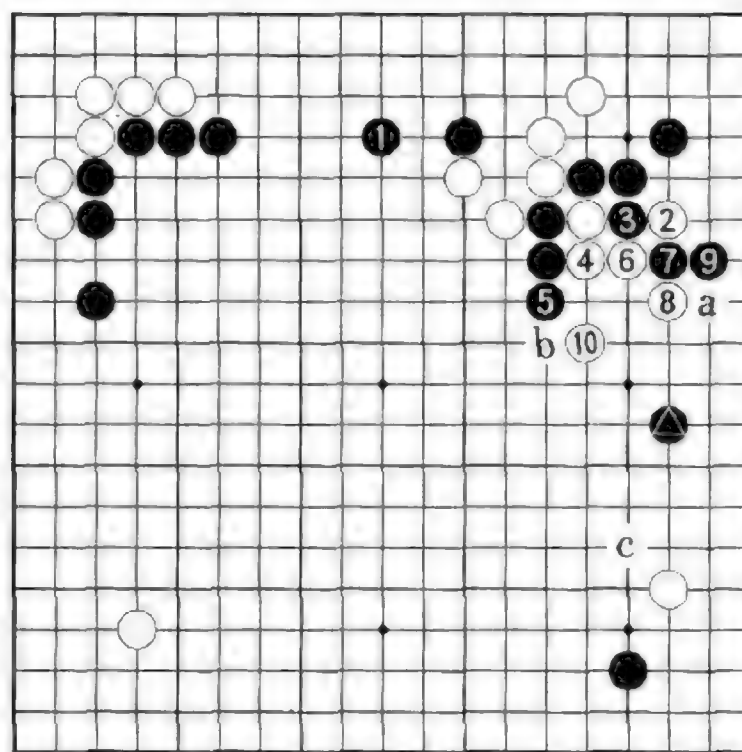
If White tries the diagonal attachment in Dia. 15 against Black 3 in Dia. 21, Black will follow



Dia. 20

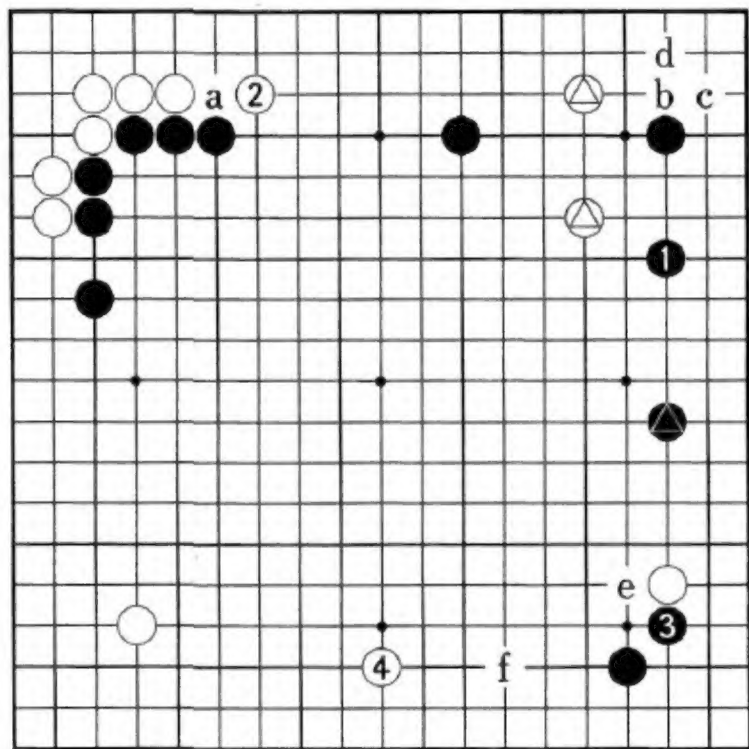
If White switches 4 in Dia. 20 to 4 in Dia. 21, Black still gets a good result by following the joseki variation in Dia. 6. Black does not mind letting White play 10 because the triangled stone blunts the effectiveness of White's thickness. As in Dia. 20, Black plays the diagonal attachment in the lower right corner and gets an easy game.

Although there is some chance for confusion if Black jumps to 'a' with 9, it is not necessarily



Dia. 22

the joseki in Dias. 16 and 17, then turn to the diagonal attachment in the lower right corner.



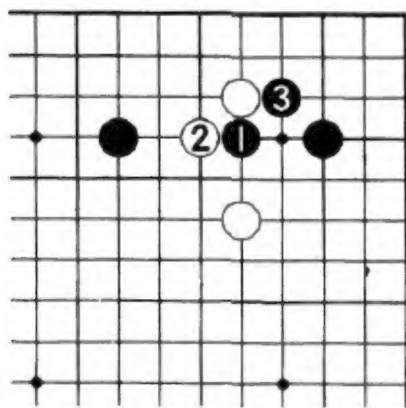
Dia. 23

A's Proposal

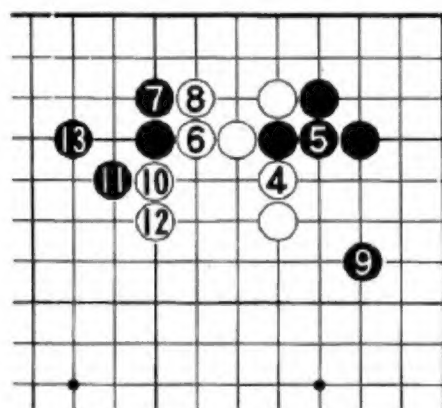
A proposed Black 1 in Dia. 23. The purpose of the two-space jump is to attack the two triangled white stones on a large scale, but here it is not a good move because it is out of balance with the triangled black stone. Since 'a' becomes a big point when Black plays 1, White is likely to jump out to 2. (Another possibility for White 2, also good, is the sequence White 'b'-Black 'c'-White 'd'.) If Black then plays the diagonal attachment at 3, White ignores it to play 4. Because Black's right side position is low, White is satisfied to let Black have 'e' in exchange for White 'f'. In this diagram, Black has robbed the fuseki of its potential.

C's Proposal

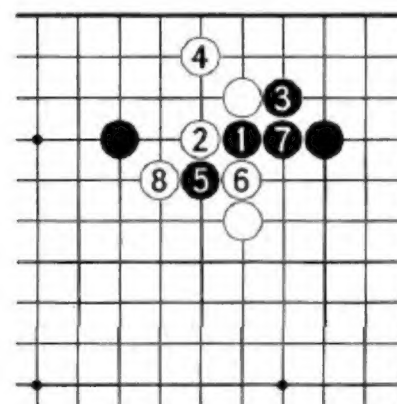
C proposed the attachment-block of 1 and 3 in Dia. 24. Black's idea is to play both at the top and on the side, but this seems just a little greedy. Dia. 25 shows a representative variation.



Dia. 24

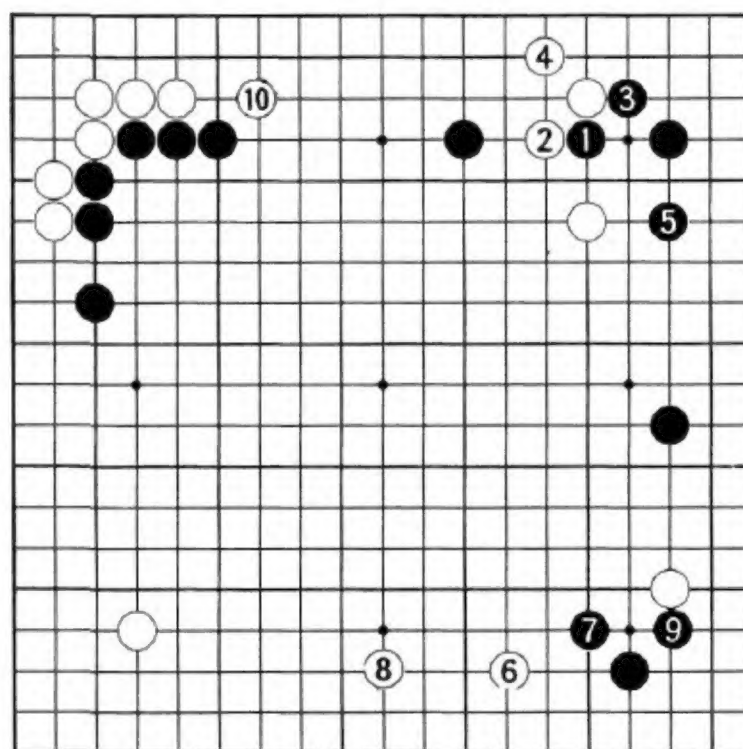


Dia. 25



Dia. 26

There is also a ladder relationship to be considered when Black wants to play 1 and 3. The problem comes about if White plays the diagonal connection at 4 in Dia. 26 instead of the atari: if Black cannot escape with 5, then he cannot play 1 and 3 in the first place. Unfortunately for Black, the ladder in this issue's fuseki favors White. Black must therefore switch to 5 in Dia. 27, a move with no meaning since the exchange of Black 1 and 3 for White 2 and 4 merely strengthens White.

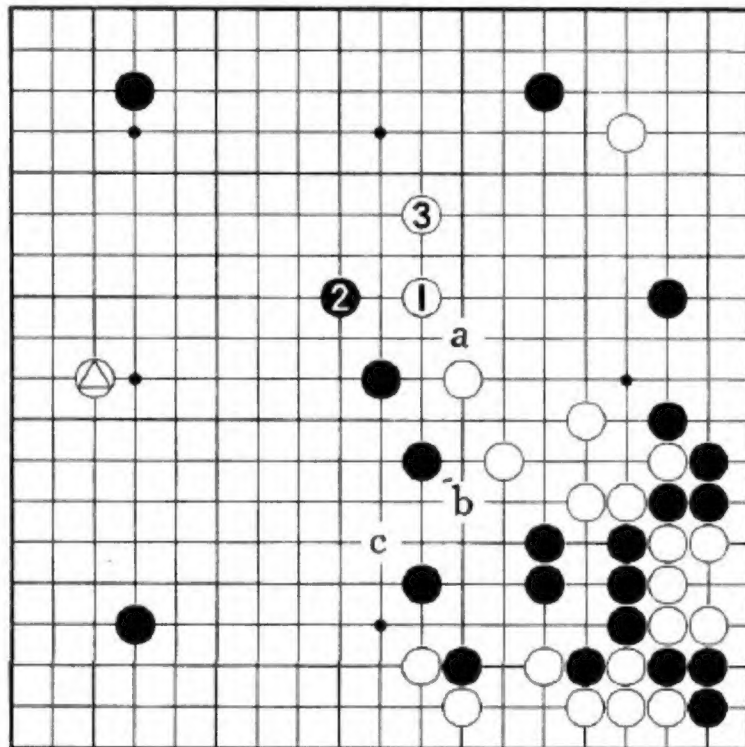


Dia. 27

After Black 5, the sequence to 10 can be hypothesized. This result is similar to the one in Dia. 23; Black's right-side position is too low, giving White good prospects.

(‘Gekkan Gogaku’, July 1981. Translated by David Thayer.)

Fuseki Problems: Answers (From page 58)



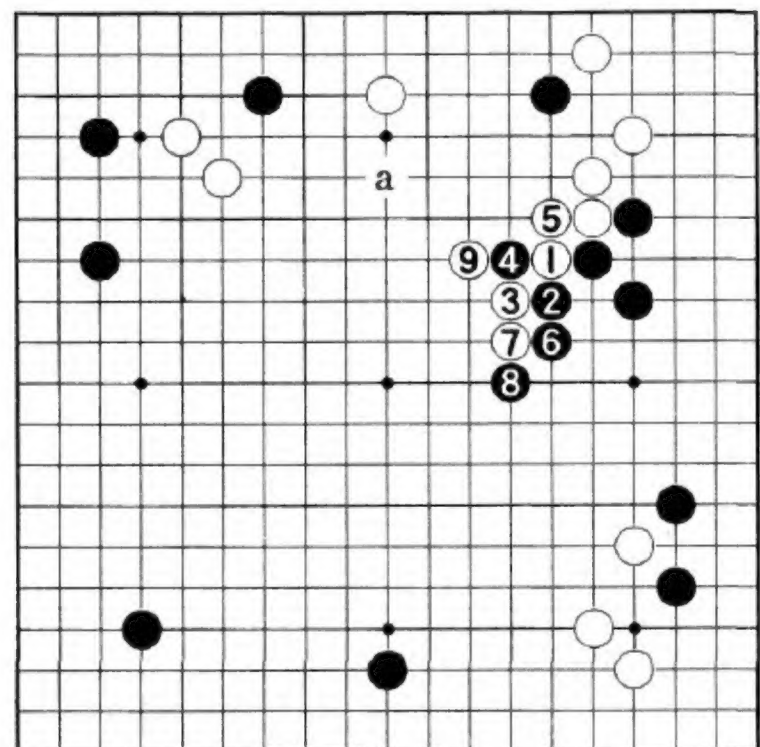
Problem 1

Answer to Problem 1

There are various large points, but White's first priority is to secure his unsettled group. In this position, White 1 is a good move. Black 'a' is not a threat as the ladder favours White. If Black 2, White jumps to 3. The marked white stone limits the effectiveness of the thickness Black is building in the centre, so the result here is quite reasonable for White.

If White plays 1 at 'b' in an attempt to attack Black's thin position in the centre, Black has no trouble containing him with 'c'.

Strengthening one's weak groups allows one to fight more strongly later on.



Problem 2

Answer to Problem 2

White 1 and 3 are the key moves for building up influence at the top. If Black 2, the moves to 8 are natural; White then reinforces with 9 and has a promising game.

White 1 and 3 are the positive approach to building a moyo. If White plays 1 at 'a' instead, Black jumps to 4, severely limiting the potential expansion of the moyo.

In the fuseki there are any number of large moves, but in both these problems there was a key point concerning influence which had the greatest priority.

(*'Kido'*, September 1984)

1984 Japan-China TV Match Continued from page 14

Figure 3 (82 – 127)

Black 83 forces White to grovel for life on the side in gote. When Black switches to 97, he has taken over the lead. One slack move and it was all over.

White plays all out with 112 and 114, but Black has the upper hand now. When he blocks at 127, the game is over.

Moves after 127 omitted. Black wins by 7½ points.

(*'Go Weekly'*, 4 September 1984)

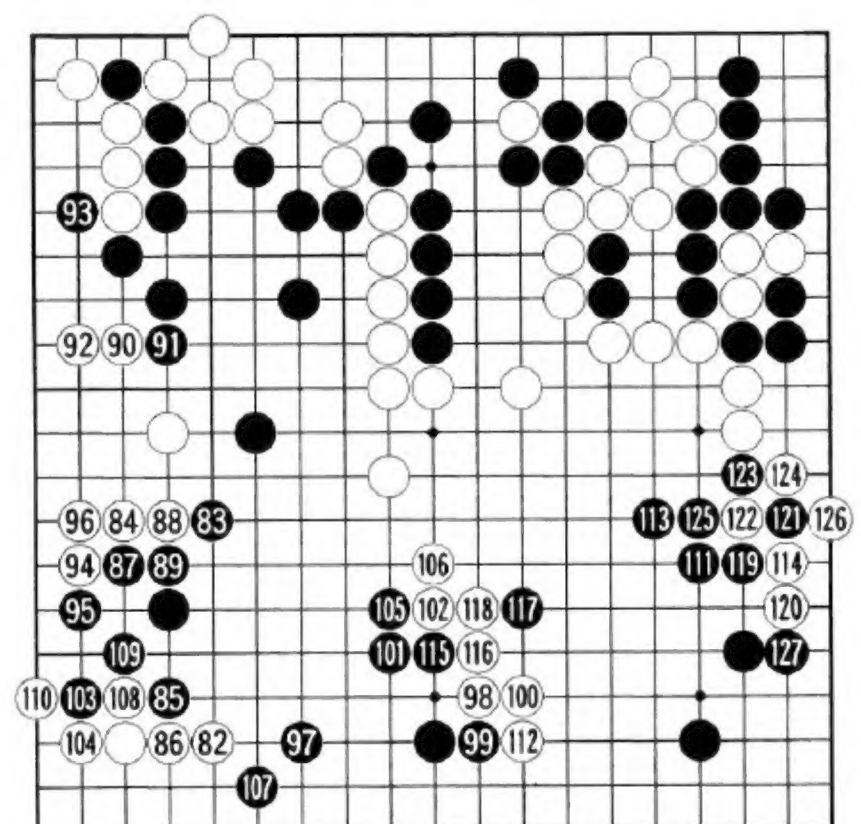


Figure 3 (82 – 127)

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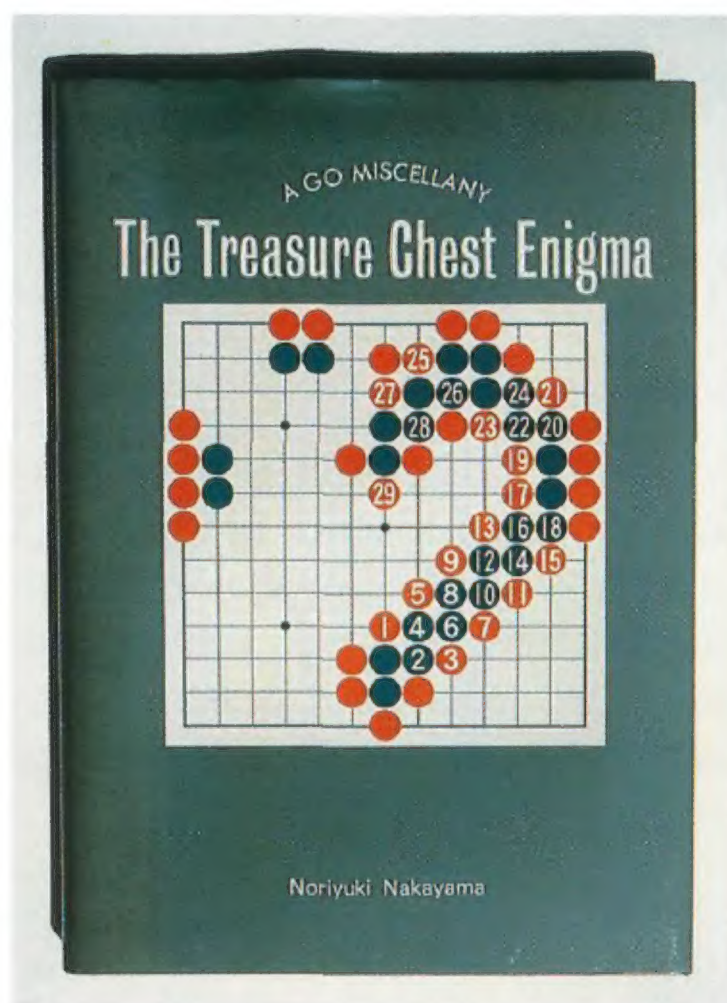
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